THE OFFICIAL SEGA SATURN MAGAZINE

SEGA SATURN MAGAZINE

SEGA No.1 FOR SATURN

ISSUE 26 £4.50
DECEMBER 1997



FOXY!

DEAD OR ALIVE BATTLING BABEFEST!

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CHRISTMAS NiGHTS!

THE COMPLETE GAME ON CD!

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TWIX




Remember, remember:
It's only November!
Christmas comes early
for SSM readers!

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Shining Force 3 looks stunning! Read our exclusive Coming Soon report!



Touring Car Rally? see page 34!

Features

Burning Rangers

Page 16

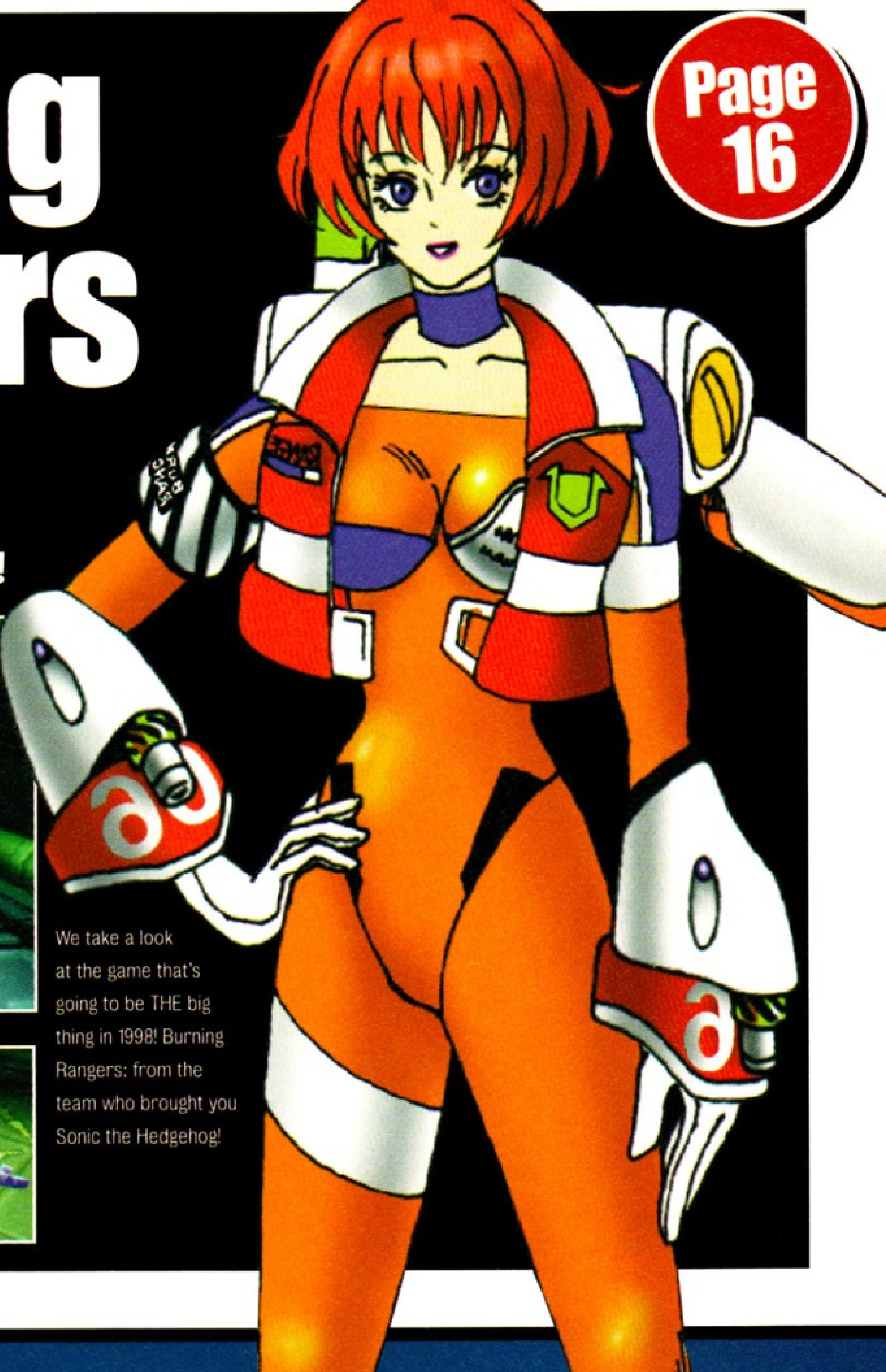
Exclusive

The Sonic Team is BACK! Burning Rangers is great!









We take a look at the game that's going to be THE big thing in 1998! Burning Rangers: from the team who brought you Sonic the Hedgehog!



Sonic R is our lead review this issue! This game is ACE.

Panzer Dragoon Saga

Page 22



Move over Final Fantasy VII - Panzer Saga is AWESOME!



Tecmo's Dead or Alive: Incredible action!



Dead Or Alive

First Look

Full-on hardcore coverage of the sexiest fighting game ever!

Page 40

NEWS

In a word: AWESOME! The amount of great games in the mag this month defies belief. Check out Enemy Zero, Quake and Dead or Alive just for starters. And if that isn't good enough we are very proud to present Christmas NiGHTS cover-mounted this issue in its entirety! Last year we received a mountain of complaints about the game's poor availability - now ALL SSM readers can appreciate Sonic Team's festive classic! We promised you some great CD-based goodies and this is just the beginning - next issue we have the long-awaited Sega Flash #6, packed with stunning NEW demos including the excellent Steep Slope Sliders. You'll also notice that our reviews section is bigger than ever with some cool third party stuff arriving at long last. It's just a shame Touring Car didn't turn out to be as good as everyone hoped... Still, with Sonic R being so drop dead AMAZING at least we aren't without a stunning racing game this Christmas...
Rich Leadbetter,
Editor



Upgrade Update

Virgin Territory?

Capcom's 4MB Mystery

Confusion reigns over Saturn upgrade cart ■ Hardware costs may delay release of Capcom titles ■ Future of Virgin titles to be determined ■ Importers set to make a killing ■ Sega speaks!

QUESTIONS HAVE BEEN RAISED THIS month over how and when Capcom's future Saturn titles will actually arrive in the UK. The Street Fighter creator recently unveiled an enviable line-up of 2D beat 'em ups at this year's E3 with the announcement that forthcoming games would be bundled with a new 4 MB RAM cart. This upgrade cartridge is intended as a replacement for the existing 1 MB version, usually favoured by SNK, although currently only Capcom has announced its intention to use the new hardware. However, as Sega Europe has only just released the 2MB cart in the UK (bundled with King of Fighters '95), plans for Capcom's hardware upgrade remain undetermined.



Although the Saturn has received recognition for its prowess as a powerful 2D machine, Capcom's titles are becoming more memory intensive due to massive character sprites and super-smooth animation. To tackle this problem, Capcom has collaborated with Sega of Japan's hardware engineers to develop a cheap RAM cartridge capable of addressing these problems. While the recently released Japanese version of Marvel Super Heroes utilised the optional 1 MB cart, Capcom felt that future titles may have suffered in quality thanks to a lack of internal and external Saturn memory. The 4 MB RAM cart is seen as a way of increasing the Saturn's lifespan and ensuring Capcom's 2D arcade titles receive an exclusive release only on Sega's machine. With X-Men vs Street Fighter now complete and gunning for a late November release in Japan, SEGA SATURN MAGAZINE has attempted to discover just what Virgin Interactive and Sega Europe has planned for the UK.



Virgin Interactive has stated that although it is in discussions with Capcom, the company has yet to reveal any concrete plans for future Saturn releases. With MSH an undeniable success, Virgin is still approaching the likes of X-Men vs Street Fighter, Vampire Savior and MSH vs Street Fighter with some caution. Prohibitive cart costs may result in the company passing Capcom's titles to Sega Europe.



Vampire Savior: arcade smash comes home.



The 4MB cart is the key to future Capcom hits.



Will UK Saturn owners ever get their hands on Capcom's awesome X-Men vs Street Fighter?

Sega's European Product Manager, Mark Maslowicz, told us that "we'd love to see these Capcom titles come out in Europe, but there are some cost/pricing issues and also licensing matters to resolve first." So while the desire to release these titles is certainly there, a number of important issues must be addressed before UK Saturn owners receive any of these awesome games. However, what is clear is that import shops will certainly profit from Capcom's forthcoming Saturn releases. As the 4 MB RAM cart is initially only going to be available with X-Men vs Street Fighter, it's a virtual certainty that the game will sell by the truckload, although probably at a greatly inflated price. While UK Saturn owners may have to wait longer than their Japanese counterparts to sample Capcom's wares, a reasonable price and decent PAL conversion could make all the difference.





If Sega fails to pick-up Capcom's coin-op conversions, there'll be a lot of unhappy fans.



The likes of MSH vs SF proves that the Saturn is the only console capable of top 2D action!

Capcom Out Now

Despite the uncertainty following X-Men vs Street Fighter and its ilk, Virgin have continued to support the Saturn with two new releases that are quite frankly unmissable. Marvel Super Heroes and Street Fighter Collection are two titles brought over from Japan that demand purchase (we rate both at 95% - check out the SF review in Out Now this issue).

There's been some confusion from a couple of our readers in the Bath area about our comments regarding the PAL translations of these two games. Being the official Sega title, we in no way condone that you buy the import titles - they're more expensive and have some indecipherable Japanese text. However, being 2D titles the PAL versions do suffer from slower speeds and black borders on the top and bottom of the screen.

That's why, in past issues, SEGA SATURN MAGAZINE has recommended taking your Saturn to an import shop and having a 60Hz switch added - this way you benefit from the cheaper prices and superior availability that an official release provides... and you also get to play the games the way that Capcom originally intended. We can't really be clearer than that, can we?



Apologies to Virgin for any misunderstandings, but a 95% score is still impressive.

New Game

Get ready to rumble!



RECENTLY RELEASED IN JAPAN TO RAVE reviews, wrestling fans should definitely keep an eye out for Sega's latest brawler, the long-winded All Japan Pro-Wrestling: Featuring Virtua.

As the title suggests, the game not only features real-life members of the All Japan Pro-Wrestling league, but two of the characters from AM2's awesome Virtua Fighter series have crossed-over into the wrestling ring - Wolf and Jeffry! Each character features a vast array of incredible motion-captured wrestling manoeuvres, from back-breakers to pile-drivers, body slams and grapple holds, all running in the Saturn's high-resolution mode. The effect is quite spectacular, with each of the thigh-slapping protagonists looking and moving just like the real thing.

All Japan Pro-Wrestling certainly puts a half-nelson on the deluge of invariably crap WWF games, but unfortunately for wrestling fans, Sega is unlikely to pick it up for release in the UK. Due to the unfamiliarity of the All Japan Pro Wrestling league (there's no Hulk Hogan I'm afraid) this is likely to remain on import only. Still, we'll bring you more coverage next month.



While past wrestling games have been complete disasters, Sega's own effort is a lot of fun.



Jeffry's worrying 'Nazi Salute' may be removed if the game receives a UK release. Only joking.

New Game

Blast From The Past

AS WE MENTIONED IN LAST MONTH'S extensive Tokyo Game Show report, Hudsonsoft is updating its classic Bomberman series with yet another Saturn outing. However, this time our explosive expert has been blasted out of his traditional 2D overhead world into a madcap 3D setting. Although this move may alienate long term fans of the series, it's obvious that Hudsonsoft is attempting to introduce the game concept to a new audience.

Saturn Bomberman: Fight! is currently 75% complete with loads of cool levels already in place and the promise of more ingenious stages to come before the game's Japanese release in early December. From these screen shots it's clear that the levels have been reduced in size from their 2D counterparts perhaps to take advantage of new 3D special effects and the new rotated viewpoint. Also missing from this version of Bomberman is the six competitor multi-player mode, taken down to a more limiting four player game. Still, with a roster of 14 characters to choose from and a number of hilarious new power-ups (including a wacky brown racing horse for transportation) and colourful 3D explosions, Saturn Bomberman: Fight! should still be a massive hit. And speaking of power-ups, Hudsonsoft has packed in more deadly devices than before such as shrapnel bombs, full-screen nukes, laser bombs and teleporting explosives. Combined with the series' classic gameplay and frantic action, Saturn Bomberman: Fight! has the potential to be an awesome game. No word on a UK release yet, but if the Japanese version is a success we could see this title early in the new year.



What? Only four players on screen at once?



Featuring a new 3D isometric viewpoint, Saturn Bomberman: Fight! should be a winner.



Expect new power-ups and character abilities.



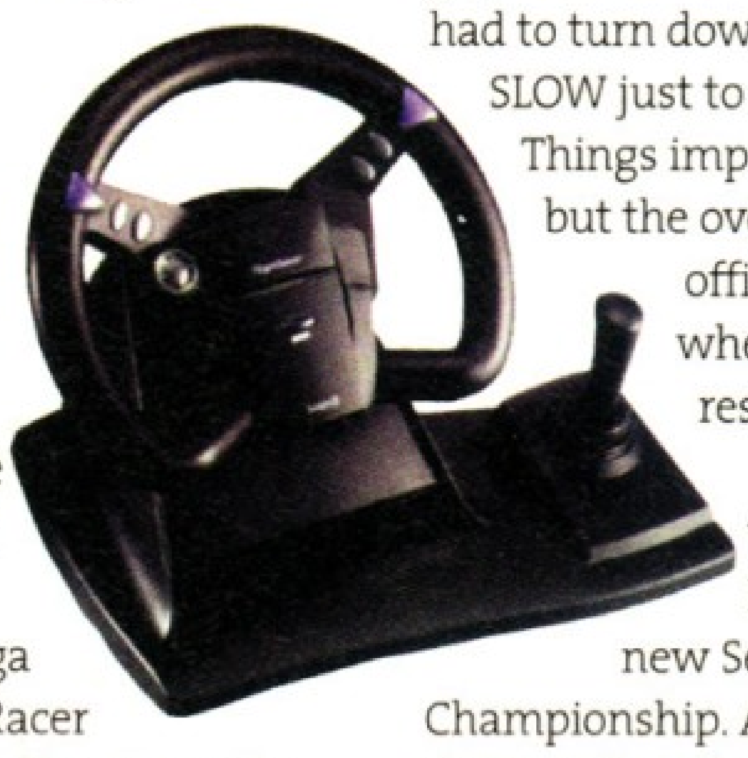
Get a move on and chuck those damn bombs!

New peripheral

Steering SENSATION

SPECTRAVIDEO HAS RELEASED A new, super-realistic driving wheel called the Logic 3... and it's compatible with the Saturn, PlayStation and Nintendo 64! If you were disappointed with the quality of Sega's own Arcade Racer, this piece of kit could well be the perfect Christmas gift. It's definitely the sturdiest piece of kit of its ilk you can get for the Saturn, with a super-solid wheel (with leather trim!), up and down gear shift plus analogue accelerator and brake pedals. This is a seriously impressive piece of kit, so we decided to put it to the test for games old and new. First up we loaded the epochal Sega Rally. Like the Arcade Racer before it, it takes a long time to get to grips with the analogue feel. In fact, we had to turn down the sensitivity to SLOW just to get control of the car! Things improved from there on in, but the overall feel in the office was that the wheel was too responsive.

Fed up of the Arcade Racer? This new add-on brings extra realism to the driving experience!



Next up we tested out the Logic 3 with the all-new Sega Touring Car Championship. Again, super- responsiveness forced us to fiddle around with the cars' handling in order to make things playable. We also tested the Logic 3 with the hidden Rally cars - you need a steering wheel to enter the cheats, even the analogue pad doesn't work! That worked fine. Overall, for £69.99 this is pretty good value. It might be more expensive than the Arcade Racer, but the build quality is leaps and bounds ahead. We do worry that games without the ability to alter the sensitivity could be a bit of an ordeal to play, but it has to be said that other than that it offers good quality. And the fact that you can use the same piece of kit on a PlayStation or N64 (should you have one) adds to the value still further. Check it out, but try to get a "road test" before handing over the cash...





Although the Logic 3 is a nifty steering wheel...



...we recommend trying before buying.


IT'S NOT THE SIZE OF YOUR WEAPON, IT'S WHAT YOU DO WITH IT THAT COUNTS.
POWER. THE NEW WAR BOARD GAME THAT HAS EVERYTHING TO DO WITH PLANNING, STRATEGY AND CUNNING, BUT NOTHING WHATSOEVER TO DO WITH THE SIZE OF YOUR EQUIPMENT.
THE GAME THAT'S TAKING OVER THE WORLD
POWER
THE GAME
STRATEGIC COMMAND CENTRE
SPEAR'S GAMES

TV and Toys

Directing the Dead





Film and figures on the way!

FAMOUS FILM DIRECTOR GEORGE A Romero has been hired by Capcom to do a series of Japanese commercials to promote Capcom's Resident Evil. Romero is well known for his many zombie movies, including Night of the Living Dead and Dawn of the Dead. The commercial was recently shot in Los Angeles, and will be shown on Japanese television sometime in January. It's reported that certain sets and props from the forthcoming Resident Evil movie were utilised in the shoot, with the film already nearing completion. Inside sources say that the movie is looking incredible.

Additionally, US toy firm Kenner has announced plans to release a series of Resident Evil action figures. The first set should be out in the States before Christmas and include Chris Redfield, Jill Valentine, Hunter, Zombie and a huge 8" Tyrant!

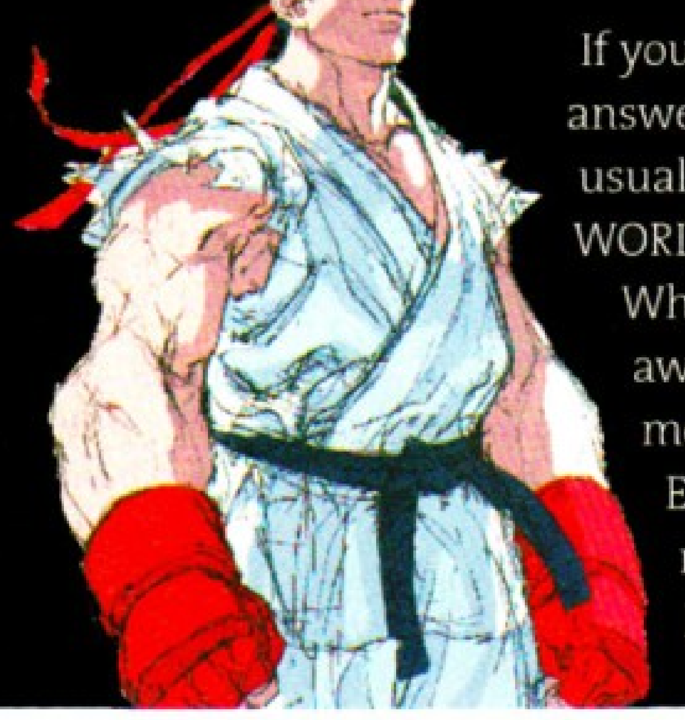
Competition

Win A STREET FIGHTER III T-Shirt!



Talk about great timing. The winter months arrive and what do we give away? Flamin' t-shirts, that's what! But hey, these are no ordinary pieces of cloth we're talking about here. Nosiree. Those crazy folk at Capcom's coin-op division have given us a handful of ultra-rare limited edition Street Fighter III 2nd Impact t-shirts to promote the game's new arcade upgrade. If you want to find out how awesome the new version of Street Fighter III really is, check out your local arcade now! To win one of these must-have items, simply answer this pesky puzzler:

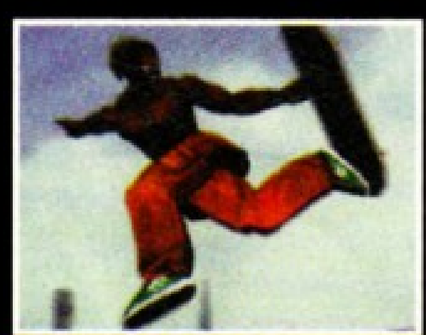
Name the only two characters that have appeared in every single Street Fighter game.



If you think you know the answer, send your entries to the usual address and mark them WORLD WARRIOR'S WARDROBE. Who knows? You could walk away with official Capcom merchandise not available in Europe! Entries to reach us no later than 28th November 1997.

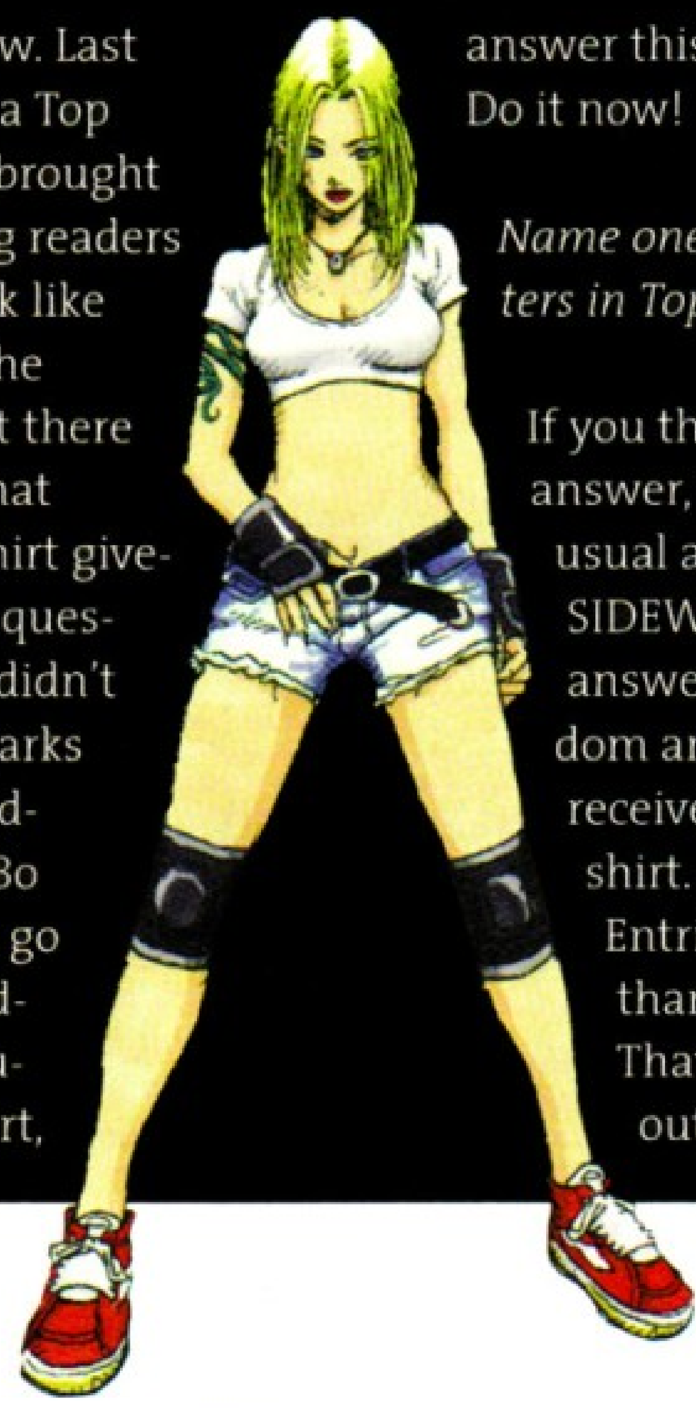
Competition Cock-up!

Win A TOP SKATER T-Shirt! (Again)



This time we've remembered to put the question in. Sorry about last ish!

Yeah, yeah... we know. Last month's travesty of a Top Skater competition brought our more nit-picking readers out of the woodwork like nagging termites. The more eagle-eyed out there may have noticed that AM3's awesome t-shirt giveaway was lacking a question (although that didn't stop some bright sparks from entering regardless!). So, as Stakka Bo once sang "Here we go again..." To win a red-hot, extremely exclusive Top Skater t-shirt, answer this blinkin' easy question: Do it now!



Name one of the playable characters in Top Skater.

If you think you know the answer, send your entries to the usual address and mark them SIDEWALK SURFERS. Correct answers will be drawn at random and each winner will receive a swanky Top Skater t-shirt. Skateboard not included. Entries to reach us no later than 28th November 1997. That's when we'll be dishing out the goods!

Internet news

Saturn Mag on the Net!


THOSE OF YOU WITH INTERNET access will know that there are plenty of gaming sites, but not many dedicated to UK gamers. That's all gonna change with the arrival of Game-Online, the free games mag on the web from EMAP Images, the self-same media titan that publishes SEGA SATURN MAGAZINE.

Game-Online will be sniffing out the hottest gaming news every day, and backing it up with the first reviews of the latest games and a huge reviews archive for you to search. Their features and interviews will have a 'Britsoft' slant, but that doesn't mean the rest of the world will be ignored. And you'll be able to download a good selection of game movies, artwork and sounds to adorn your desktop.

Of course Sega Saturn Magazine, along with CVG, Nintendo Magazine and PlayStation Plus, will have its own space where you can send us email and laugh at our portraits. Excellent!

Game-Online can be found at www.game-online.com from 24th October '97. We recommend you use the latest version of Netscape or Internet Explorer with the Shockwave plug-in to browse it, and a screen resolution of 800x600 pixels or greater helps too.


SATURDAY MORNING
THIS NEW CLEARASIL COMPLETE REALLY WORKS. I USE IT EVERY DAY AND LOOK AT ME!
DO I HAVE TO?
YES, THIS IS ONE OCCASION YOU REALLY SHOULD LOOK UP TO YOUR OLDER BROTHER. NEW CLEARASIL COMPLETE FACEWASH IS JUST WHAT YOU NEED TO HELP PREVENT ZITS. USED EVERYDAY IT WILL HELP KEEP YOUR SKIN FEELING CLEAN AND FRESH.
CLEARASIL COMPLETE IS FIVE TIMES BETTER THAN ORDINARY SOAP AT BEATING SPOTS* AND IS AVAILABLE IN AN EASY TO USE PUMP ACTION BOTTLE.
ITS DEEP-CLEANING MICROBEAD FORMULA AND SPECIAL SPOT STUFF HELPS GET RID OF BACTERIA WHICH CAN CAUSE UNWANTED ZITS. UNFORTUNATELY, THIS DOESN'T INCLUDE YOUR OLDER BROTHER!
ALL YOU NEED TO HELP BEAT SPOTS!
NEW
Clearasil
COMPLETE
* CLINICAL STUDY RUN OVER 8 WEEK PERIOD.

New Import Game

Feudal Four Play

SNK reveals top Saturn import game ■ Perfect conversion of Neo Geo game ■ Last 2D Samurai Shodown to be released on Saturn ■ 1MB RAM cart required!



SNK's Saturn conversions have been class from start to finish... this should be no different.


Samurai Shodown's weapons based combat is better than ever in this new game.


Graphics like this seem to be the province of SNK only. Capcom's style is very different.



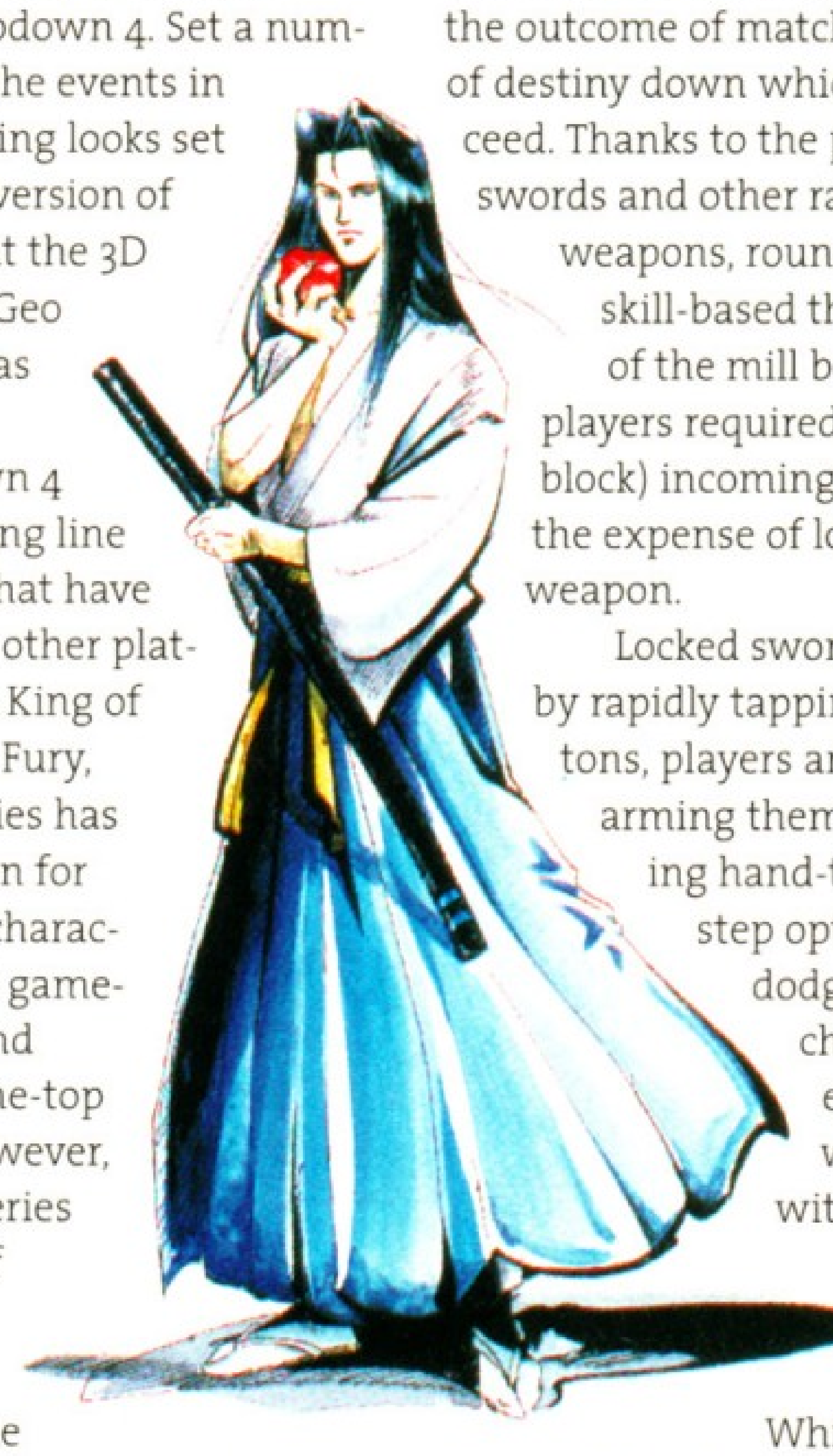
At the moment, any sort of official European release for SNK's titles that require the 1MB RAM cartridge is not likely. What is more likely is that Sega Europe will pursue the new 4MB cart that will run the forthcoming X-Men vs Street Fighter and Vampire Savior.


Bust and Slash, SNKese for Good and Evil.


Enormous sprites 'R us in Shodown 4!

WE'VE RECEIVED A NUMBER OF mediocre import titles from Japan this month from ancient shoot 'em up clones to poor Virtua Fighter wannabes. However, there is one little gem amongst the crap and that's SNK's Samurai Shodown 4. Set a number of years after the events in SS3, this latest outing looks set to be the final 2D version of the series now that the 3D power of the Neo Geo 64 arcade board has been revealed.

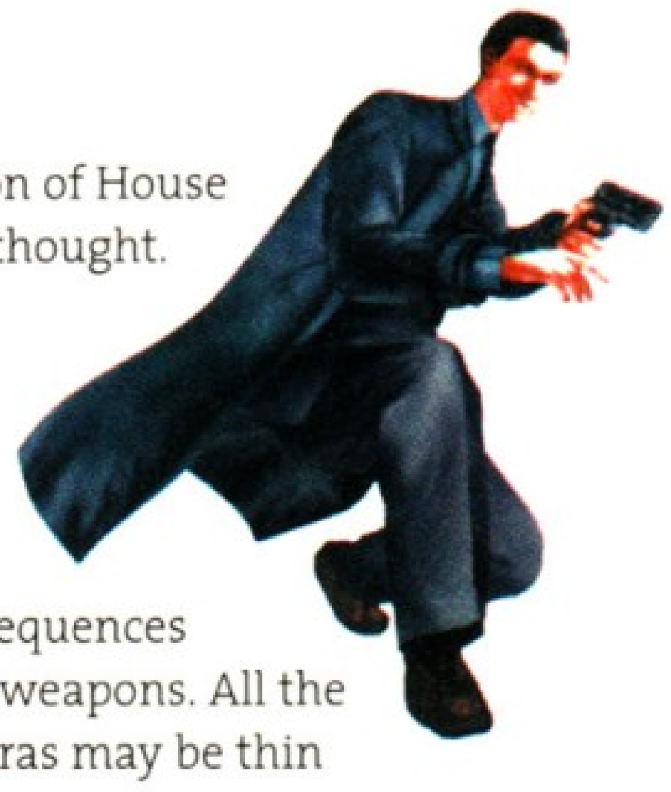
Samurai Shodown 4 is the latest in a long line of Neo Geo titles that have been converted to other platforms. Along with King of Fighters and Fatal Fury, SNK's Samurai series has gained a reputation for featuring unique characters, experimental gameplay techniques and completely over-the-top special moves. However, what makes the series special is its use of edged weapons and fantastic feudal settings. The fourth game features a selection of weary warriors including the entire SS3 cast and the addition of the brothers Kazama, the samurai master Yagyu Jubei, French fencer Charlotte and the mysterious masked Tam Tam. Gameplay is standard 2D beat 'em up fare with POW! gauges taking the place of super meters and Rage Explosions enabling players to inflict massive amounts of damage. Also unique to this series in recent editions is the option to play as good or evil versions of each character. Players may select from "Slash" (heroic), which denotes an ancient Japanese war god, or "Bust" (villainous), which represents a Japanese demon. Depending on which personality players select for their fighter determines the outcome of matches and the path of destiny down which they'll proceed. Thanks to the presence of swords and other razor-sharp weapons, rounds are often more skill-based than the usual run of the mill beat 'em up with players required to parry (or block) incoming blows, often at the expense of losing their own weapon.



Locked swords are separated by rapidly tapping punch buttons, players are capable of disarming themselves and fighting hand-to-hand, a side-step option acts a handy dodge and skilled characters can even stop a weapon slash with their bare hands before returning a killer blow.

While it's clear that Samurai Shodown 4 won't appeal to most Saturn owners, those of you with converted machines who are keen to follow the exploits of Galford (he's the American ninja with the dog) and his pals could do worse than give this a try. Okay, so this is starting to turn into a mini review here, but the point is that SNK's latest 2D title is a decent Neo Geo conversion well worth the asking price. A UK release is unlikely, but Sega has surprised us in the past with the likes of King of Fighters '95 so you never know.

News In Brief



Sources at AM1 have hinted that the Saturn version of House of the Dead could appear sooner than previously thought. Sega of Japan has given AM1 an extremely short deadline for completing work on its awesome light gun shooter. It's reported that the Saturn development team may have to cut a number of exclusive features planned for the home version. Our source has revealed that new front and end sequences have already been produced as well as additional weapons. All the arcade secrets will be included, but additional extras may be thin on the ground.

Tecmo's amazing Dead or Alive (see page 40) has shot straight to the top of the Japanese Saturn charts. Released in Japan on October 9th, Dead or Alive completely sold out, shifting a staggering 92,000 copies in just under 12 hours! With a special edition pack proving to be a hit with collectors and fans alike, Tecmo looks set to have the biggest selling Saturn title of '97.

Although absent at the 35th JAMMA show, the much-rumoured Sega Rally 2 is still in production. Resisting the urge to release an early version to the prying eyes of the press, AM3's eagerly-awaited driving sequel will be under wraps until the new year. Our source confirmed that the majority of the original development team are working on the title, but gameplay specifics remain top secret.

It's impossible for a month to go by without news of Sega's next generation machine reaching our ears. Hottest gossip this month concerns Core Design. The home of Tomb Raider is rumoured to be one of the few privileged software houses to have seen Sega's mystery machine in action. If what we here is true, Core should sign on as an official third party within the next few months.

House of the Dead is set to be one of the BIG games for early 1998 - the Saturn line-up is looking very strong indeed...

Personality Profile

NAME: Gary Cutlack

CURRENT ALIASES: A Small Child, That Strange Boy On Saturn Magazine, and over one hundred 'comedy' variations on my surname.

POSITION: Staff Writer

JOB DESCRIPTION: Reviewing and previewing the crappy games that other people won't touch, with the dangling carrot of an occasional cool showcase or groovy feature for motivation.

SPECIAL SKILLS: I've passed my CPT (Cycling Proficiency Test), and I can swim a length without the need of a float or arm bands - I've got the certificates to prove it. I can also do wheelies on my bike. Less interestingly, I have an unhealthy knowledge of the Internet, and can play the Digeridoo to Rolf Harris standard.

CAREER HIGHLIGHTS: Being introduced to the wonderful concept of 'Free Beer' at various games industry events, and over-indulging to my heart's content. Discovering the equally wonderful concept of 'Free Food' at the same time. I also won a Bronze medal in the Pole Vault at the 1986 Commonwealth Games.

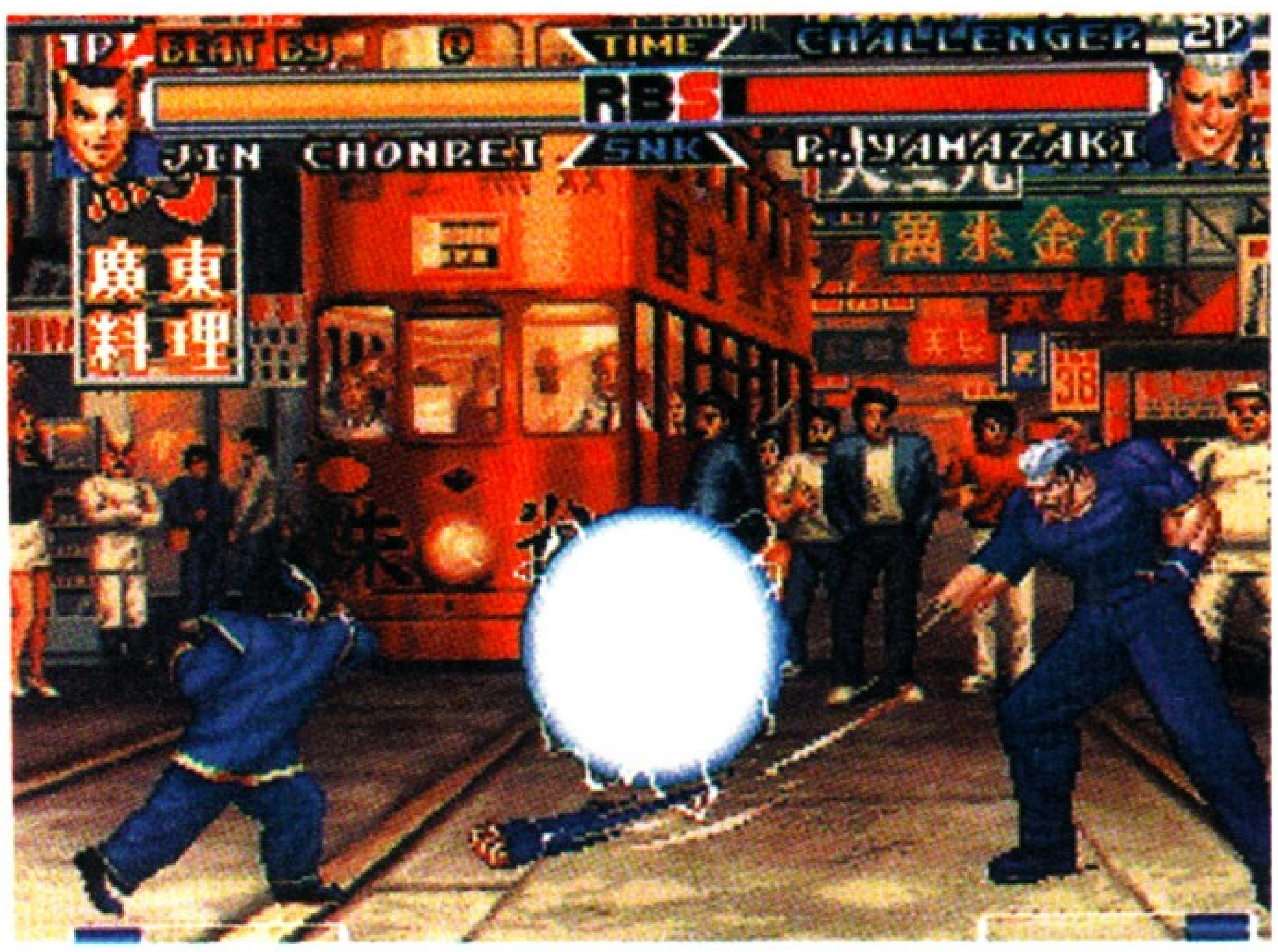
LIKES: Laughing at the misfortune of others, living in a world of my own, the false bravado that comes from drinking too much free beer, Monster Munch, Mars Bars, communicating via the written word, food that comes in cans and can be eaten on toast, making up interesting facts for my profile, sleep, comedy headlines.

DISLIKES: Using games magazine cliches, the decline in popularity of the 2D shoot 'em up, eye-contact with psychopaths on the London Underground, getting my hands dirty, getting out of bed in the morning (or afternoon), questions, people who think they're funny but in actual fact aren't. And the rain. I can't stand the rain.

ALL-TIME FAVOURITE GAMES: Raiden (arcade), Sonic 2, Delta, Uridium, ThunderForce IV, SF2 SCE, Virtua Cop, Sega Rally.

New Game

Do You Feel Real?



SNK's conversion factory is back at full speed with this new conversion.

Also forthcoming on SNK's release schedule is the next title in the company's successful Fatal Fury series. Real Bout Special is currently 60% complete and will be released in late December complete with SNK's RAM cart. As with previous games, the RAM cart will increase the Saturn's ability to simultaneously display smooth animated characters and detailed backgrounds whilst keeping the game's speed as fast as possible. Although Capcom has recently increased the size of its own RAM cart to a whopping 4MB, SNK is confident that its trusty hardware is still up to the job.

Real Bout Special continues the series of 2D Neo Geo beat 'em ups with a host of familiar characters making their return. Back for another bash are the Bogard brothers, the impetuous Kim Kaphwan and the ever bouncy Mai. A number of recognisable bosses are also back including matador Lawrence Blood and the evil Wolfgang Krauser.

True SNK fans should be happy to discover that the improbably named Geese Howard remains in Fatal Fury and his trousers are more bizarre than ever before. Lordy.



This game needs the 1MB RAM cart...

HMV CHARTS

Week Ending October 31st

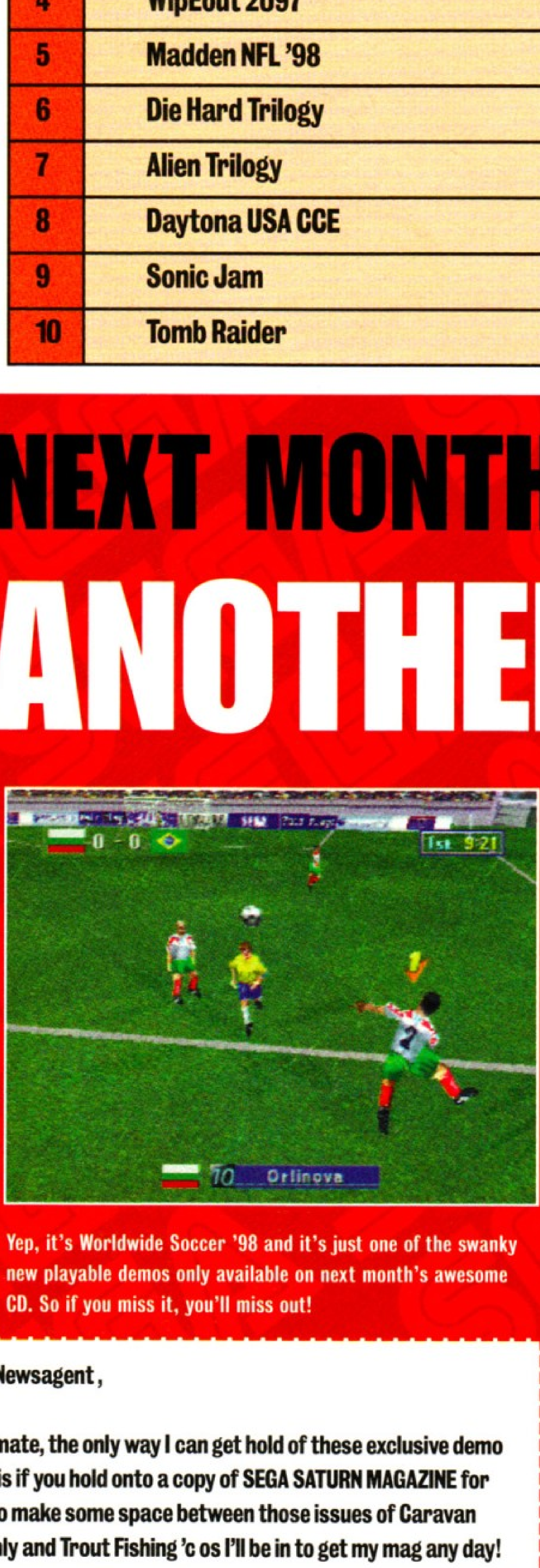
KNOW HMV · KNOW GAMES

Send us your top ten titles and you could win a free Saturn game! Post your choices to READER CHARTS, SEGA SATURN MAGAZINE, 37-39 MILL HARBOUR, ISLE OF DOGS, LONDON E14 9TZ. We give away exclusive pre-production silver CD games to those who win!

	HMV CHARTS		READER CHARTS		SEGA PARK CHARTS
1	Worldwide Soccer '98	1	Duke Nukem 3D	1	Le Mans 24
2	Last Bronx	2	Resident Evil	2	Motor Raid
3	Resident Evil	3	Command & Conquer	3	Marvel Vs Street Fighter
4	WipEout 2097	4	Virtua Cop 2	4	House of the Dead
5	Madden NFL '98	5	Tomb Raider	5	Scud Race
6	Die Hard Trilogy	6	Die Hard Trilogy	6	Virtua Striker 2
7	Alien Trilogy	7	Fighters MegaMix	7	The Lost World: Jurassic Park
8	Daytona USA CCE	8	NiGHTS	8	Street Fighter III
9	Sonic Jam	9	Manx TT	9	Daytona USA
10	Tomb Raider	10	Saturn Bomberman	10	GTI Club

NEXT MONTH...

ANOTHER AWESOME CD!



Yep, it's Worldwide Soccer '98 and it's just one of the swanky new playable demos only available on next month's awesome CD. So if you miss it, you'll miss out!

Let's face facts, when it comes to senses-shattering Saturn demo software there is literally only one place you can go: SEGA SATURN MAGAZINE. If this month's Christmas NiGHTS extra isn't enough, you can look forward to another ace CD next issue with THREE ALL-NEW demos! We're talking quality as well with Worldwide Soccer and Touring Car plus your first chance to see the brilliant Steep Slope Sliders! We'll also be revealing non-full-motion video demos of Enemy Zero and (wait for it) PANZER DRAGOON SAGA!!! You won't believe your eyes. Non-playable demos include Resident Evil, Last Bronx, Lost World, NBA Action, NHL Hockey and maybe something extra special too! (CD contents accurate at time of going to press). This is going to be the CD to end all CDs - so get your order for SSM in NOW!



Dear Newsagent,

Look mate, the only way I can get hold of these exclusive demo discs is if you hold onto a copy of SEGA SATURN MAGAZINE for me. So make some space between those issues of Caravan Monthly and Trout Fishing 'c os I'll be in to get my mag any day!

NAME ____________________

ADDRESS ____________________

SEGA SATURN MAGAZINE, JANUARY EDITION, OUT 17TH DECEMBER



BURNING RANGERS

The heat is on! Following the success of NiGHTS, Sonic Team is back with an explosive 3D fire-fighting game to set the Saturn ablaze. Japanese correspondent WARREN HARROD reports from the disaster area.



When rumours first started flying that the legendary Sonic Team was developing a new Saturn title, fan anticipation reached fever pitch. Would it be a sequel to the ground-breaking NiGHTS or maybe a full-on 3D Sonic game? The truth was even more incredible than we could have imagined. Building on the revolutionary NiGHTS game engine, Sonic Team has crafted Burning Rangers, a futuristic fire-fighting title where players guide a group of talented individuals on emergency rescue missions. Whether it's tackling towering infernos, battling blazing backdrafts or rescuing innocent civilians, the Burning Rangers are the only team for the job!

The game is a set in the near future where science has progressed considerably and the environments that everyone lives in have changed enormously. Huge cities utilising robots and super computers have made our lives a paradise. However, as technology and building techniques accelerate at a dramatic rate, so do the number of disasters, equipment malfunctions and accidents. To combat these ever increasing occurrences the city calls on the aid of the Burning Rangers, a specialist rescue team that handles the disasters regular rescue teams can't cope with. Their job is to enter the most dangerous areas and rescue trapped people, even if it means risking their own lives. In order to do this they are equipped with the coolest state-of-the-art technology available... but is it enough?





Using a modified NiGHTS game engine, Sonic Team has created yet another amazingly detailed 3D world.

>>



Hose down fires and save innocents.



Is a mysterious arsonist behind the city's fires?

CHARACTER PROFILES:



NAME: Chris Parton
SEX: Female
AGE: 24
NOTE: The leader of the Burning Rangers team and their navigator. She's smart and never overlooks a mistake. When she was 13 her father, a previous generation Burning Ranger, was killed in a failed rescue mission.



NAME: Lead Phoenix
SEX: Male
AGE: 22
NOTE: A cool character with a passion for his work. His conduct reflects the fact that he values a life. However, he also values his own life and won't risk it on reckless rescues. This ace Ranger's shooting is top class!



NAME: Tillis
SEX: Female
AGE: 19
NOTE: When she was just a child Tillis lost both of her parents in a disaster. She's a kind-hearted girl who never ignores a person in need, but because she's very cute it's difficult for those close to her to let go of her.



NAME: Big Landman
SEX: Male
AGE: 35
NOTE: He was raised in the Africa and dearly loves plants and animals. He doesn't change his mind once he's decided to do something and he'll always carry it out to the very end. He wants to protect all living things.



NAME: Shou Amabane
SEX: Male
AGE: 21
NOTE: He's always in good spirits but a little naive. He's bold and daring and his behaviour constantly surprises all around him. When he was 10 years-old he would have lost his life if he hadn't been saved by the Burning Rangers.



The Burning Rangers rely on their wits, natural skills and hi-tech equipment.





When a floor collapses the Auto-jump feature propels a Burning Ranger into the air and briefly out of harm's way. Look for a safe area.

GAME SYSTEM

Using the incredible Burneer Pack carried on their backs, the Burning Rangers are able to freely move in stunning 3D environments using swift and agile movements. This speed and control is vital for players to pass through disaster areas safely as burning buildings collapse around them.

In order to assist players as they move around these complex 3D playing areas, the game's characters are equipped with the Auto-Jump and Navigation systems. The Auto-Jump prevents characters from accidentally falling off ledges or through collapsing floors by automatically "jumping" them out of harm's way. The Navigation system supports the player's progress through complex maze-like buildings by indicating the best route to take and gives information about the conditions of each area. In fact the game's controls and systems are so simple that even complete beginners can pick up the basic movement system in no time at all while experts will be able to operate the characters with total precision.

The Burning Rangers team consists of five people. Chris Parton is the leader and acts as the team's navigator. Shou Amabane and Tillis are the two playable characters that are initially selectable. Lead Phoenix and Big Landman are the two support characters. Although it isn't yet known how the two selectable characters' abilities differ or whether or not they have different stories, we can say that no matter which character is chosen all the other characters still function in real time as part of the team. One of the many mysteries still surrounding Burning Rangers is the numbering system. Each character is numbered from one to seven, yet there are no numbers two and four. Does this mean that there are more Burning Rangers in the game? Only time will tell!





Out of the frying pan and into the fire! The Burning Rangers face fear every day.

To add even more drama to the Navigation System, Sonic Team has employed the some of Japan's more famous animation voice actors. As the Burning Rangers explore each stage, they'll receive tips and guidance from their headquarters. While these voices won't be used for the English version of the game, it's possible that Sega may use equally famous people for the UK version as well. By the way, at the Tokyo Game Show the real voice actors' voices had yet to be recorded so all the voices in the game were those of the Sonic Team development staff!

EQUIPMENT

Tackling ferocious flames and intense heat requires state-of-the art fire fighting equipment. Sonic Team has taken great care to ensure that all of the game's gadgets have a believable edge to them and that each piece of kit has a specific function.

* note that these equipment specifications are based on early designs and may alter in position and usage depending on the character*

1.FIRE EXTINGUISHER UNIT

This is the most essential piece of the Burning Ranger's equipment The Fire Extinguisher Unit is held in the hand or mounted on the arm and used like a gun. All the male players carry this device while the female players have it built into their arm units. Whether the different gun types utilise different features isn't yet known but it's likely that, as a team, each member will have a specific extinguishing capability to cope with the various disaster situations that they face. The gun shoots a fire extinguishing mixture from it's nozzle which can be adjusted in force, depending on the size of the fire. However, it's not clear yet how important it will be to be able to control the gun's extinguishing force.



2. SHIELD UNIT

Worn on the body, this shield generating vest protects not only the chest area but the entire body explaining why the Burning Rangers don't wear any protective helmets or bulky fire fighting suits. The shield system is completely effective against both heat and flames so the wearer can approach even the most dangerous areas of an inferno with impunity to carry out their rescue missions. It's also lightweight and small so it doesn't impede their movement at all, giving the Burning Rangers all the flexibility they need to manoeuvre when performing jumping actions. However, the shield does have its limitations. If you enter the flames for too long then the shield will overheat and malfunction.

3. AUTO-JUMP UNIT

In the hazardous environment of a disaster, there is always the danger that the building will collapse around you. With this useful auto-jump system, players are protected against the problem of floors giving way beneath them. As soon as this danger is detected, an auto-jump is executed, propelling the Burning Ranger to safety. Should a large area of floor collapse, you'll need to perform a two-stage jump to take you further away from the danger area. This system is also activated if you walk over the edge of a ledge or hole so skilled players can use this to their advantage by executing precision timed jumps. As you no longer need to judge where a ledge ends is when jumping, you can just run to the edge and you'll be automatically propelled into the air by the unit.

5. BURNEER UNIT

On the back of each Burning Ranger is the Burneer Unit, a device that allows them to jump high up into the air. Optionally, it can also be used to execute a 2-stage jump for even higher or further leaps. Using the semi-permanent energy "Master Blacksa" (a recently discovered new energy-fuel of the future), it can be used for extended periods of time without the need for recharging. It probably also supplies energy to the shield device as well. Although it doesn't allow the wearer to actually fly it does allow some degree of manoeuvrability to control direction while in mid-air. This also makes it easy to execute pin-point landings on narrow ledges and platforms. This unit's size obviously varies for each Burning Ranger which would seem to indicate that it has been designed and calibrated to take account of each character's size and weight.



Rumours are already flying regarding hidden characters and "evil" Burning Rangers!



Keep the flames at bay until you've rescued the trapped civilians. Teamwork and fast reflexes are the key to success.

4. NAVIGATION UNIT

To prevent the Burning Rangers from becoming lost in potentially confusing environments, the team all use the Guidance Communication System. This navigation unit's operational mechanism isn't fully understood, but what is known is that no matter where you are the unit will never fail to continue working. Centred around the navigator's main system, the four Burning Rangers can communicate with each other and check on each other's status at all times. This unit can also scan and analyse the surrounding condition's that a Burning Ranger encounters and give valuable advice and warnings. In addition, it is also able to locate people in need of rescue and determine the shortest route to their position.



Go, go Burning Rangers! Sonic Team is crafting a top title.





We'll have more red-hot Burning Rangers coverage next issue!

SHINING FORCE III



An adventure that promises to redefine the genre, Shining Force 3 is potentially the greatest role-playing game ever conceived! SEGA SATURN MAGAZINE has the exclusive report on this stunning title. Report by WARREN HARROD and RICH LEADBETTER.





The imagination shown in the graphics is quite special...

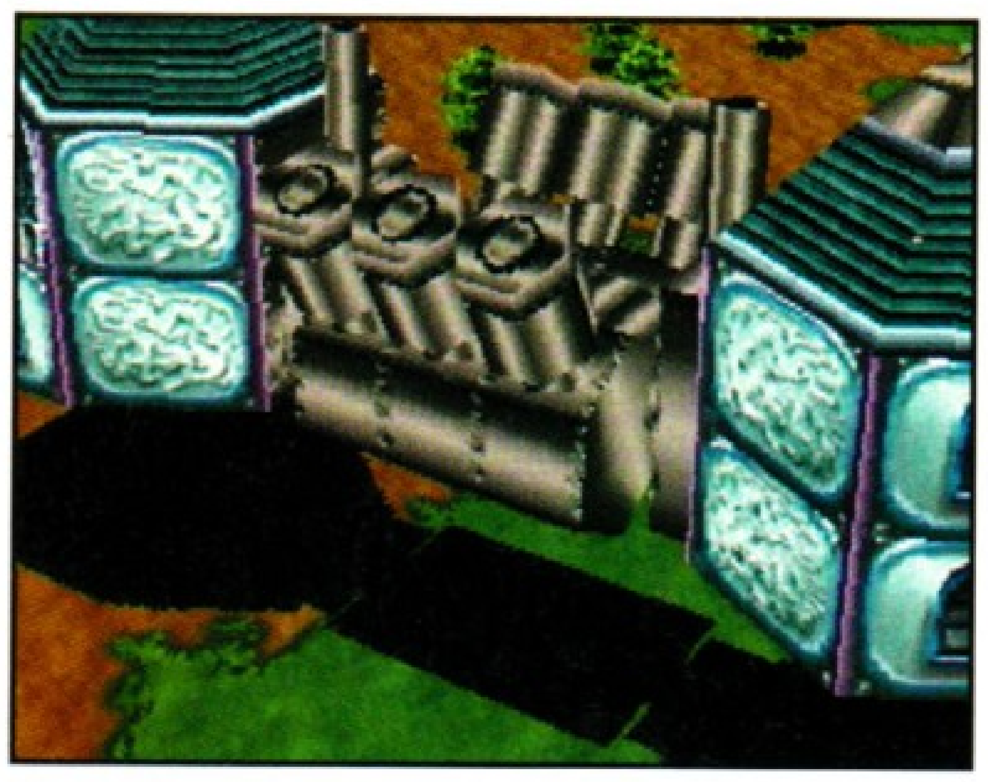
Shining Force was one of the premiere Megadrive role-playing experiences, held in extremely high regard by its thousands of fans across the globe. You might be wondering why it's taken Sega and Team Sonic three years to produce a Saturn sequel. The answer is startling: only now do the team believe that they have the know-how and the ideas to make this game truly great.

The Shining franchise is split in two. Original games such as the 93% rated Shining the Holy Ark constitute one aspect of the series - Shining Force and its sequels are the other. Team Sonic tend to experiment with the former (hence the huge differences between Shining Wisdom and Holy Ark) and excel with the latter. From what we've seen of Shining Force 3, we're in for something REALLY special...

> After the epochal Shining the Holy Ark, Team Sonic are back with potentially one of the most revolutionary adventures ever conceived!



A very bizarre town indeed by the look of it.



No... we're not too sure what's going on here either...

A TRUE SUCCESSOR

Despite being a sequel to Shining Force, this new game is far, far more advanced. It could be argued that Shining Wisdom (and maybe even Holy Ark) could have been achieved on the Mega-CD such was their lack of technical innovation. Not so with Shining Force 3.

Of course, the graphics been completely overhauled and moved lock, stock and barrel into the third dimension, but the real innovation is in the gameplay. The whole system used in Shining Force 3 will blow you away. To begin with, it's actually THREE games! The programmers' aims were to create a game that was both a true successor to Shining Force on the Megadrive, but also as revolutionary as the original series was in its day. Of course, they have succeeded.

NOT THE CRAP STING ALBUM

Shining Force uses a completely new scenario system called "Synchronicity" which splits the huge adventure into three dif-





The rendered activities of Holy Ark are back - and better - in Shining Force 3.





ferent scenarios. The typical RPG Trilogy game usually has each scenario following another with the events from one game affecting the next story. Quite often the next game in the series is the next generation so that the entire adventure then spans three generations.

Of course, Shining Force uses a new and original approach. Although the scenarios use different characters in different locations, all the scenarios take place at the same time, hence the name "Synchronicity". Naturally the outcome of one scenario effects the other scenarios because they are all part of the same adventure. All you are doing is experiencing another part of the same adventure from a different position. All your actions in scenario one has a direct influence on scenarios two and three. In Japan, the games will be released a few months apart and form a huge, ongoing adventure of unprecedented proportions!



3D TO RIVAL GRANDIA!

Much has been made of the stunning 3D visuals seen in Game Arts' forthcoming Grandia as well as PlayStation Final Fantasy VII. Shining Force 3 has the potential to seriously out-quaff both of these games such is the sophistication of the 3D on offer.

Just like Final Fantasy, when the action shifts into combat (a seriously important aspect of every Shining game to date), you're treated to sumptuous real-time 3D visuals... as you can see from our exclusive screenshots. The map areas of the game also benefit from some seriously sexy rendered action.

> Shining Force 3 is actually three different games, but your doings in each game can completely alter what happens in the others...



The combat system should be absolutely spectacular!

THERE'S MORE... MUCH MORE

Shining Force 3 is going to big. And Sega know it. That's why they're being just a bit secretive about the rest of the game's content - they don't want to show their hand to the opposition (and there's a huge amount of it about in Japan). What we do know is that the game is going to be incredible. We were blown away by Shining the Holy Ark but this time we're being promised a revolution! Not surprisingly, SEGA SATURN MAGAZINE aims to follow this one through to its conclusion. Expect hugely expansive coverage in forthcoming issues of the mag.



The full 3D map scenes are a step up from Shining the Holy Ark...



Just how all of the characters interact remains to be seen, but we're promised BIG things in this regard...

Panzer Dragoon Saga



In 1997, a crack programming unit are putting the finishing touches to their latest creation - Team Andromeda is the unit's name, and they've been locked in a disused garage with only a Saturn, a pick-up truck and a welding machine for company. GARY CUTLACK promptly escapes to see what they've come up with...





(Above) Game graphics or FMV sequence? It's tough to tell with visuals of this quality!

(Right) That's Azel *sans* Dragoon, in real time!

Team Andromeda's plan to create the best RPG of all time seems to be coming together in quite spectacular style, as this latest and virtually complete version of Panzer Dragoon Saga clearly shows. But there's one tiny problem - it's all in Japanese. Now for me, the idea of having to play an RPG is daunting enough, but one that's in a foreign language? Impossible! However, Team Andromeda have tried to do something a bit different with Panzer Dragoon Saga, and the result is, amazingly, one of the most fun and entertaining games we've ever played. Regular readers will be expecting an intense RPG with the odd shoot 'em up battle sequence, but there's much more fun than just that. Much more...







OH MY GOD, IT'S HUGE!

This is an epic game, make no mistake about that. Starting an adventure of this size is a rather daunting experience at first, especially when there seems to be so much to learn. But it's also obvious from the outset that Team Andromeda have tried to make this game the most accessible RPG experience yet. Yes, the game does have the traditional fantasy elements like hit points and experience points, but thanks to the 'almost' turn-based combat (more on that later) Panzer Dragoon Saga is definitely the most instantly playable RPG I've ever encountered. Just think about how tough it would be playing a 'traditional' adventure game if it was all in Japanese! No such problem with Panzer Dragoon Saga. Of course, players expecting another shoot 'em up in the style of previous Panzers will be disappointed, but wipe away those tears - there's still plenty to shoot in Team Andromeda's big adventure.

MIND AND SENSES PURIFIED

There's now a rendered intro in place, and in typical Panzer style, it's completely incomprehensible! What is clear though, is that several new characters are being introduced to the Panzer legend, and things have definitely taken a turn towards the weird side. For starters there's a rather foxy alien girl who seems to be a central character in this new adventure, and Azel has a >>



The intro sequence is stunning. The plot of the game seems to have nothing in common with the previous Panzer games, and the intro does absolutely nothing whatsoever to clarify things! Still, feast your eyes on the quality of the FMV, and believe me, all the characters move beautifully. If you can figure out what's happening, send your answer on a postcard to the usual address.





















Sports commentator David Coleman would no-doubt come to the conclusion that the gameplay really is "Quite extraordinary." We agree!

fair few flashbacks regarding her during the game as well. Readers who have been following our cool Panzer Dragoon Saga coverage will already know that the finished game will cover a mammoth four CDs, and there's a good reason for that - the game is packed throughout with this super-cool FMV! But it's not just the FMV that tells the huge story. In a similar way to Panzer Zwei, much of the between level narration and scene-setting is achieved simply by using some clever camera angles and direction of the in-game graphics. This gives Panzer Dragoon Saga a seamless and incredibly high level of presentation.

SO TAKE ME BY THE HAND

New to the latest version we've received is a handy training feature that pops up after a while, and guides players through the range of different attacks that the friendly Dragoon has at its disposal. The first hour or so of playing focuses on exploration and scene-setting action, but once the first rather simple puzzle has been solved, Azel leaps right into the action!

A menu appears, allowing the player to pick from six or seven different attack scenarios, each with a different attacking enemy, and each requiring a different tactic and weapon to defeat it. They're not all offensive weapons either - one option allows Azel to sacrifice an attack opportunity to boost his hit-points up to a safer level if he's been taking a bit of a hammering. Once you're at ease with the controls and weapons, it's time to party with the big boys!





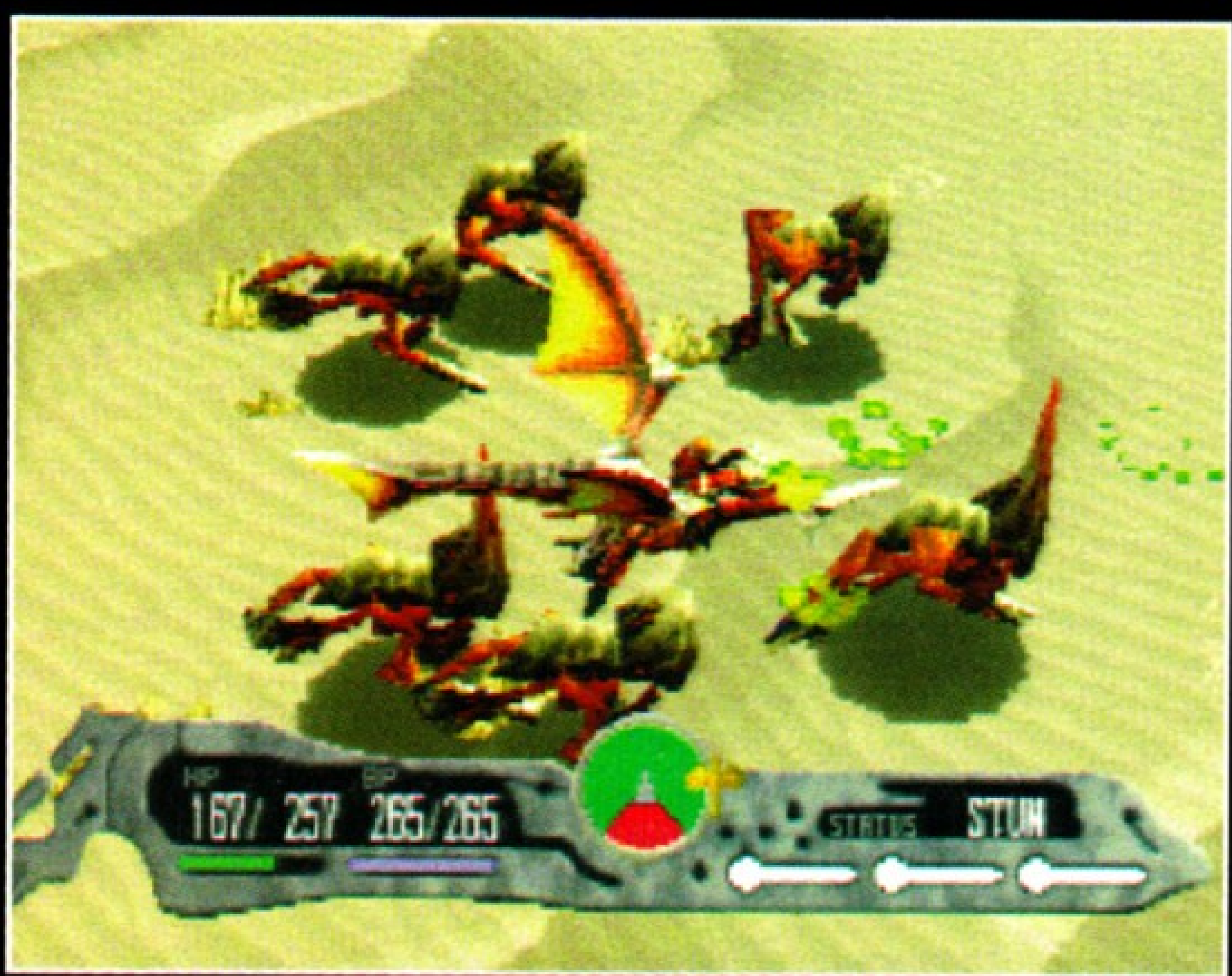
Spectacular water effects are in, but then most of PDS is spectacular!

HAPPY PLASTIC - IT'S FANTASTIC!

The huge enemies are stunning. It's not just Azel and his pet Dragoon that are beautifully animated and light-sourced, but all of the fantastic beasts that players face along the journey are dripping with polish and special effects. Actually, they're probably dripping with slime and stinking alien puss, but thanks to the huge amount of detail, slime and alien puss has never looked this good before!

The game's presentation has been polished up as well, to such an extent that it's genuinely difficult to tell the difference between some of the gorgeous in-game footage and the FMV - the graphics really are that good!

Panzer Dragoon Saga may have looked cool in earlier versions we've received but now it looks even better! The weapon select and battle screens have been revamped as well, and the whole game is now presented in the super-cool style that we've come to expect from the A-Team's super-classy Panzer games.



Sometimes there are as many as ten separate alien monsters on screen...

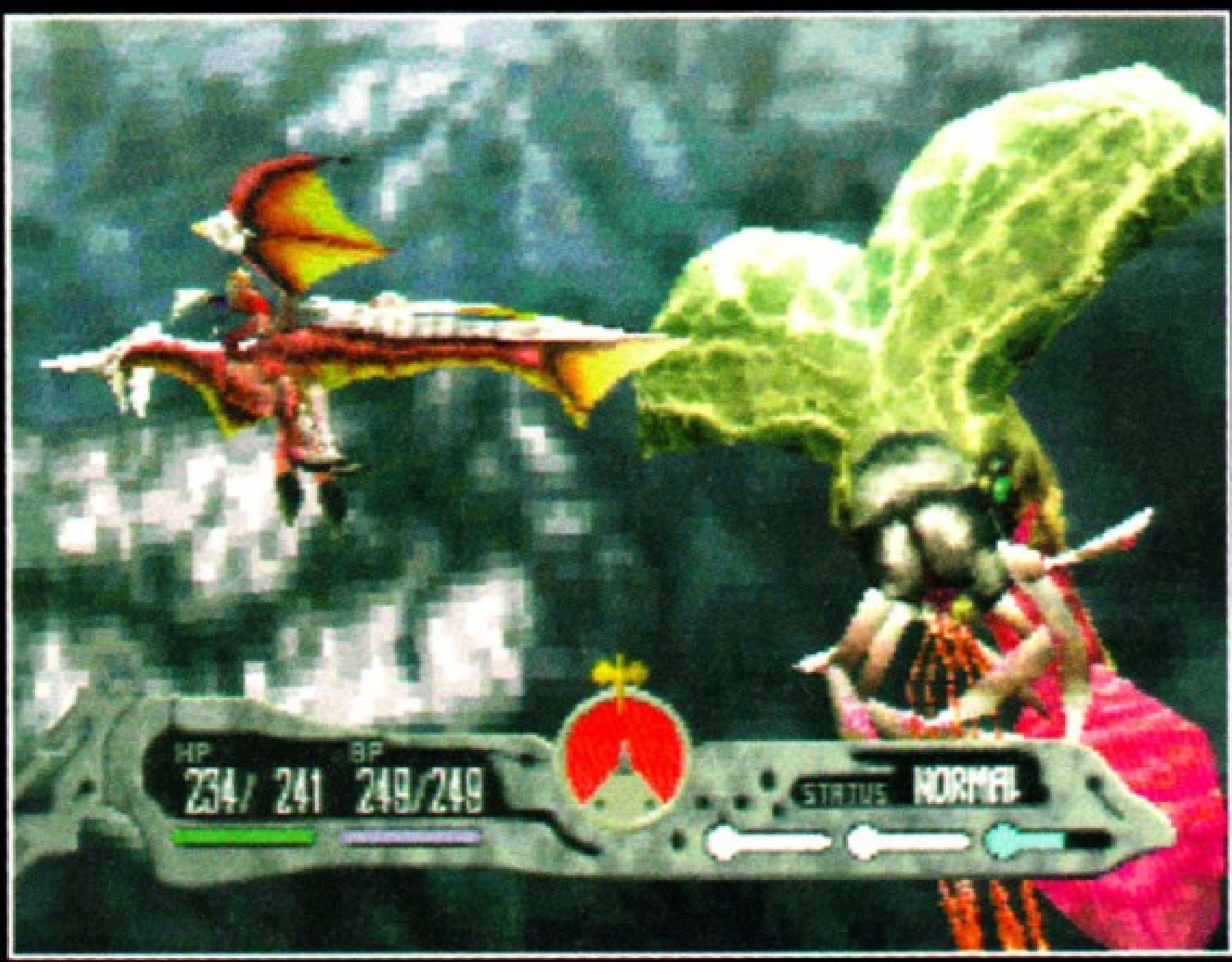


...but one of them is usually enough to give poor Azel a major headache!

(To be continued...)

(Right) A nice collection of pictures of the various monsters Azel has to face in Panzer Saga. The weak-point of each alien is helpfully pointed out as well.

(Below) "What are you looking at?" This awesome mountain-crushing alien may look mean, but he's pretty easy to despatch, thanks to his weak bottom!

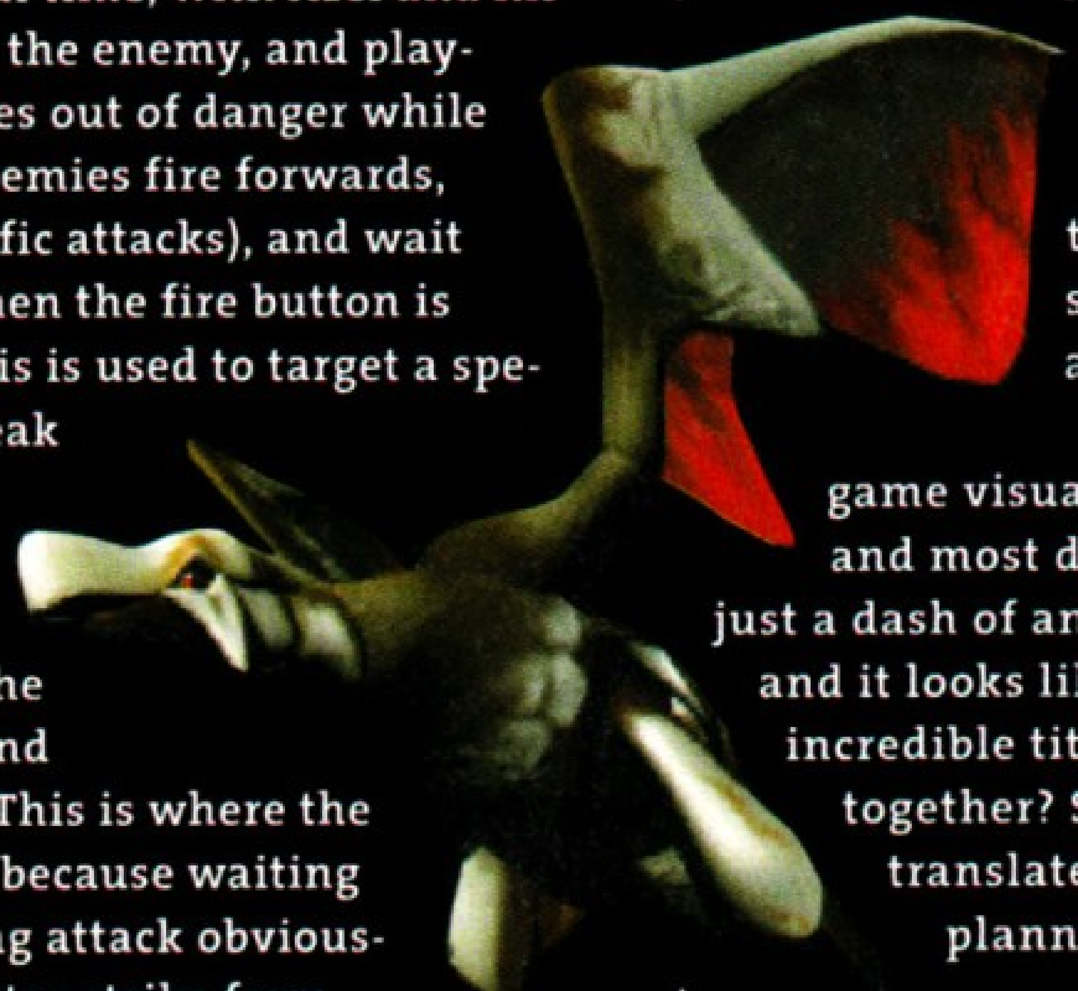




JAPANESE TURNING

Now then, remember the issue of the 'almost' turns-based combat system? Well, the best way to look at the hit-point system Panzer Dragoon Saga uses is to think of it as an energy bar in a beat 'em up.

The fights do take place in real time, with Azel and his trusty Dragoon trading shots with the enemy, and players also need to position themselves out of danger while the battle is taking place (some enemies fire forwards, some fire sideways and have specific attacks), and wait for the right moment to strike. When the fire button is pressed, a target sight appears. This is used to target a specific enemy or find one of their weak spots, but, and this is the important bit, the longer players wait before pressing the fire button a second time to unleash the shot, the more the power gauge builds up and the more powerful the shot fired. This is where the 'almost' turns-based bit comes in, because waiting longer to unleash a more damaging attack obviously leaves the player open to a counter-strike from the enemy! Clever, eh?



BABY I'M READY TO GO!

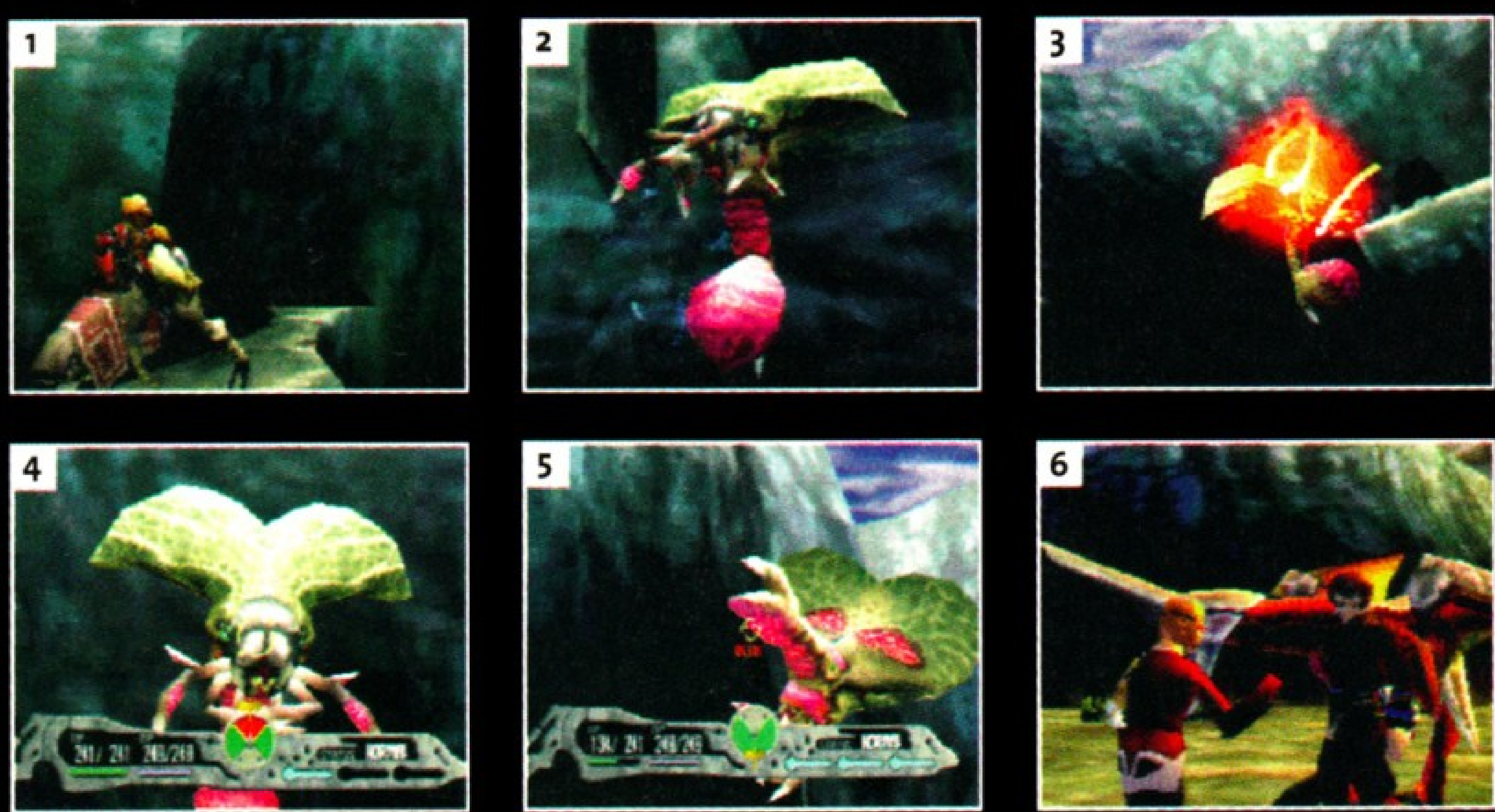
I'll be honest with you - I'm not a big fan of RPGs. Even the mighty Shining the Holy Ark completely failed to capture my imagination, and the thought of having to play Panzer Dragoon Saga didn't really appeal to me - until now! Even this hard-to-understand Japanese version shows the kind of attention to detail and amazing depth that even puts Shining the Holy Ark to shame, and the 'almost' turns-based fighting system is certainly the easiest I've ever come across in an RPG.

Combine this with some outstanding in-game visuals and presentation, mix in some of the best and most detailed FMV that we've ever seen, and add just a dash of an incredibly complex and inventive storyline, and it looks like Panzer Dragoon Saga will really be an incredible title. Don't you just love it when a plan comes together? Stay tuned for more coverage of the fully translated European version, before the game's planned January UK release.

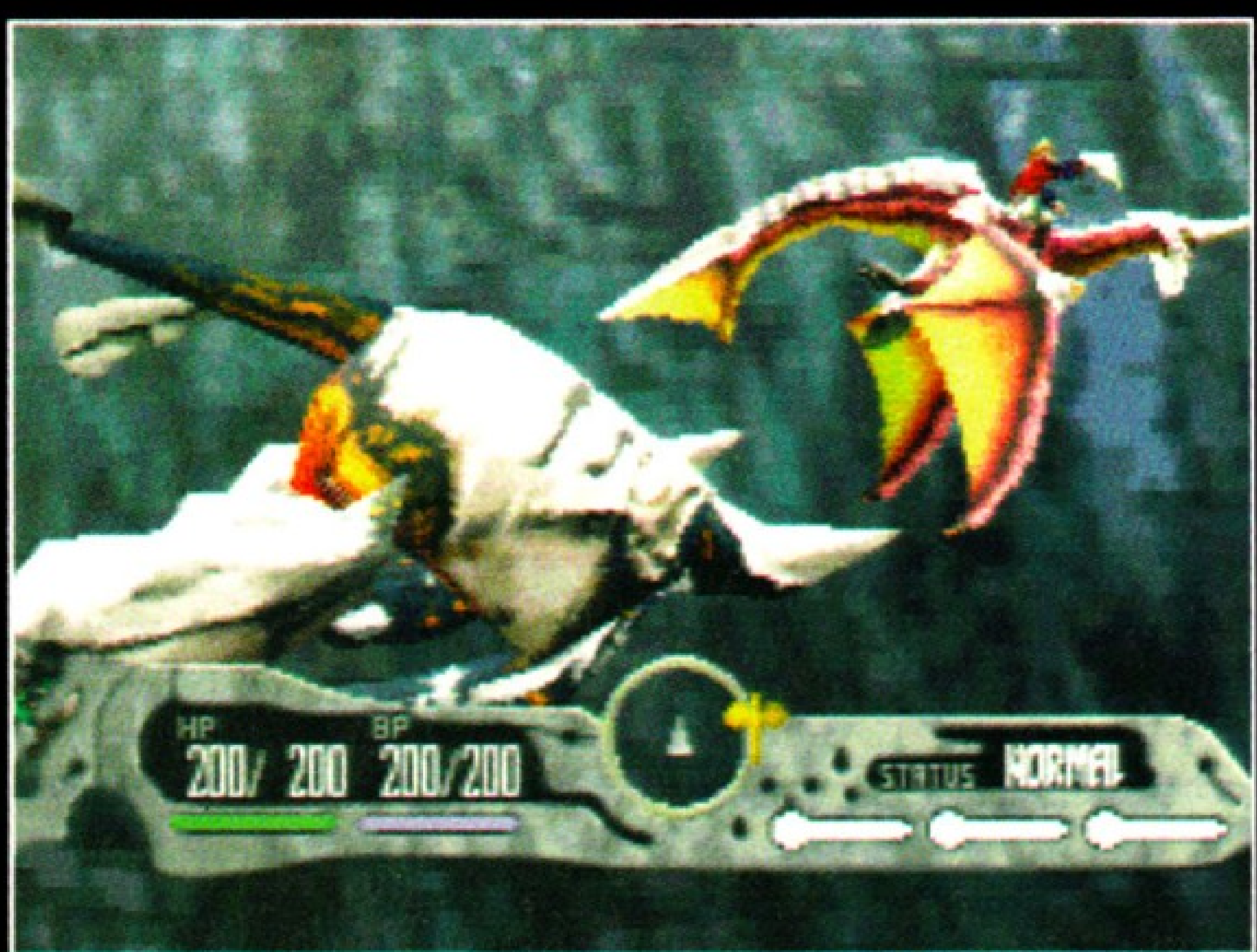
Even super-brainy TV presenter **Carol Vorderman** would find it **hard to explain** exactly how the Saturn is **producing graphics of this quality!**



The aliens are all incredible, and 100% glitch-free as well. Panzer Dragoon Saga WILL be an amazing game!



As in Panzer Zwei, many of the cut-scenes are represented by the in-game graphics, such is the incredible power of the Panzer engine. Check out this sequence: (1) This poor character is being chased by (2) this massive monster, which smashes through the mountain to get at him! Fortunately for him, Azel arrives and lets rip with his laser (3), and we then go into a standard battle scene (4) between Azel and this awesome creature. The monster isn't too bright though, and manages to get its head stuck in the rock when lunging for Azel (5), exposing the weak-spot on its butt! Take him from behind Azel! (6) Our new mate is grateful for the help, and no-doubt tells Azel something dead useful, but it's all in Japanese. Arggh!



The display has been smartened up since we saw the last version. Smart, eh?

MAXIMUM FORCE

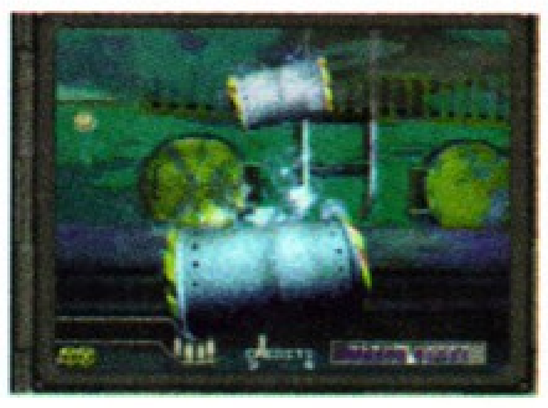
A Virtua Cop game using full-motion video? It's been done before with the lacklustre Area 51. And here is the new, improved sequel! No please, your excitement... it's too much!

BY	WILLIAMS
PRICE	£TBA
STYLE	SHOOTING
RELEASE	TBA



The digitised sprites do tend to stick out a bit on occasion.





That's the Mission Select screen on the left, obviously.

It's a good idea in theory. Just imagine all of the action and excitement of Virtua Cop but with the added attraction of full-motion video! Done properly you could have the gameplay of AM2's classic along with super-realistic visuals. Nothing could top it. After all, it's not like Virtua Cop has huge amounts of interactivity - just like full-motion video you can't choose where you go, it's all on rails. So surely FMV can do the trick just as well, but add that realistic element? Well yes and no.

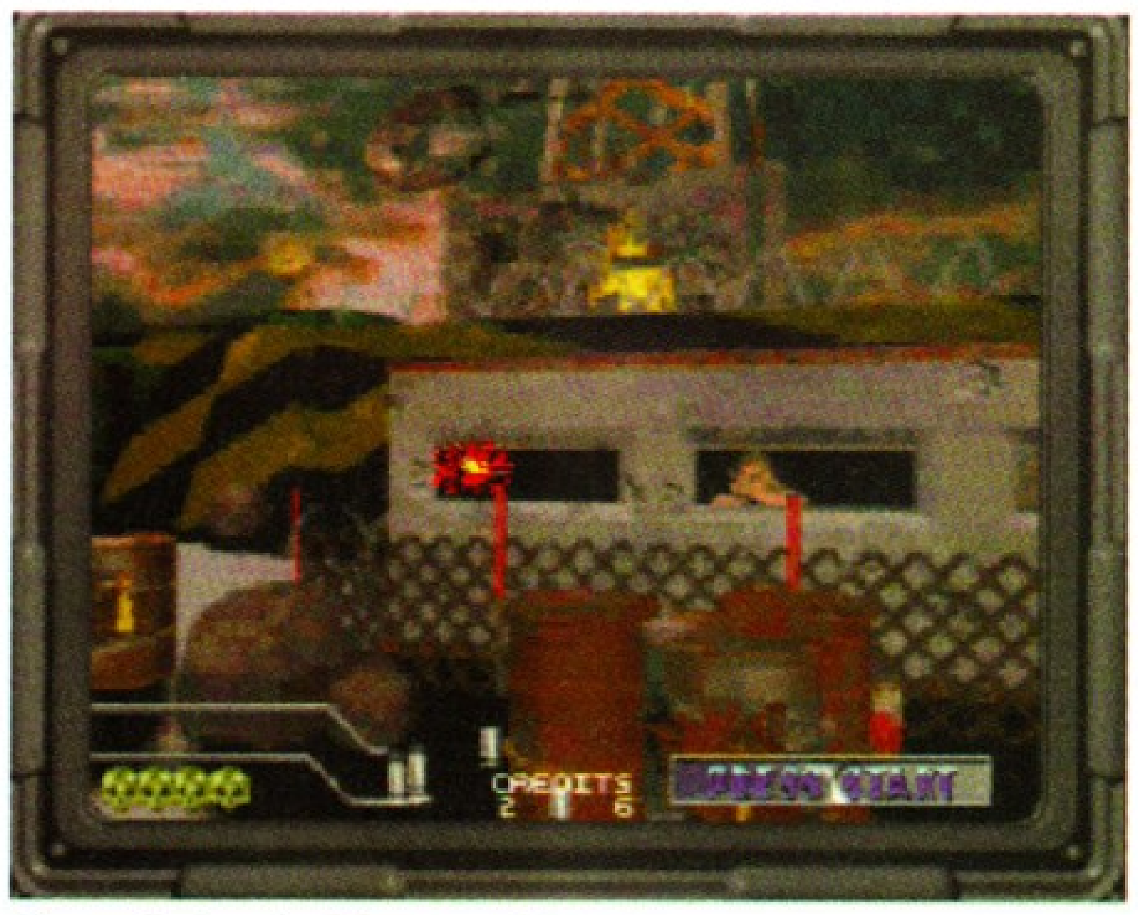
We saw the first fruits of Williams' labours with the release of Area 51 at the beginning of the year. The game actually had a fair amount going for it: tons of secrets, a tough challenge... and er, that's it. The small FMV window was pretty disappointing and the decorative surround made it appear as though you were running around with a fence stuck to your face!





Maximum Force aims to take the strengths of Area 51 and improve upon its weaknesses. So the first thing you notice is the new, large, almost-full-screen FMV window. It's out with the fencing and in with some bizarre metal tubing stuck to your face. This time though it isn't too intrusive, so it's definitely a case of "A for effort" in that regard. In terms of actual gameplay though, Maximum Force remains extremely similar to Area 51, albeit with some almighty knobs added on.

You take on the daunting mantle of a "top counter-terrorist agent", formerly working for the US government but now taking on missions on a



The explosions look just a tad lame here...



Aha! Well, that's a far more impressive conflagration.

BRING ON THE PSYCHOS!

Maximum Force has three distinct missions, each based around a counter-terrorist strike against a different enemy. The scenario behind the game features some most amusing made-up baddies. Forget SPECTRE, these guys truly are quite frightening!

1. GROUND ZERO

These animal-loving radicals have built up a vast nuclear arsenal "underneath" Easter Island and plan on raining nuclear death on everyone so that the lickle bunny wabbits and so forth can claim the world for their own. Yeah right. As if fluffy animals are bomb-proof. And what about all the worms callously murdered when they burrowed out Easter Island eh?

2. THE FIDUCIARY LIBERATION FRONT

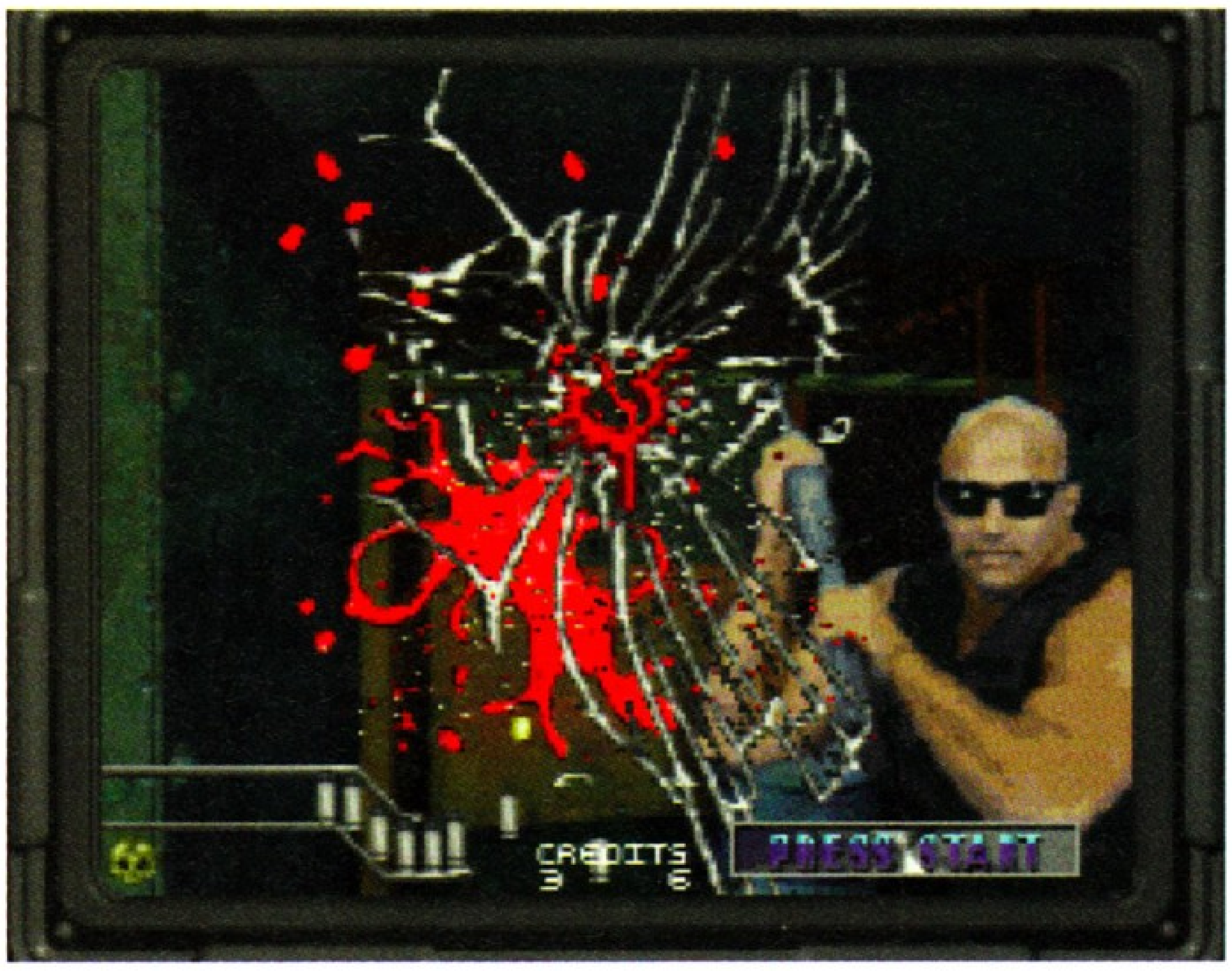
These guys believe that money is alive and has rights! That being the case, they're staging a daring attack on the computer core at the world bank, their aim being to liberate the monies contained therein. And just where is the money going to go once it's free? Presumably the FLF haven't thought that far ahead.

3. THE SOMNOLIA CARTEL

The most taxing mission to date sees you travelling deep into the jungle. The Somnolia Cartel has been developing an all-new snack food that turns everyone who tastes it into mindless sheep, ready to do their nefarious bidding. Big deal: our editor manages to do this on a monthly basis and no snack foods are used whatsoever.







The sequel to the lacklustre Area 51 arrives courtesy of Williams... And this time you don't have a fence stuck to your face!

freelance basis. Information comes your way concerning three new terrorist groups and you decide to singlehandedly (or dualhandedly if you want to make use of the simultaneous two-player mode) take them out in a hail of gunfire.



Getting into the thick of the action, it's clear that conceptually nothing much has changed since Area 51. The aim is still to gun down all terrorists in double-quick time, picking up power-ups and letting the innocent people (scientists, women with the inevitably large breasts) live. One part of the game that has improved since Area 51 is the amount of destructible scenery - just about everything you'd want to explode is explodable, making for a pretty enjoyable experience.

At the moment, it remains unclear as to whether GT Interactive (who license Williams' wares for Europe) will pick up Maximum Force for a UK release, especially considering how long it's taken for us to get any info on the high-profile Mortal Kombat Trilogy. Still, when we have any more news we'll let you guys in on it.

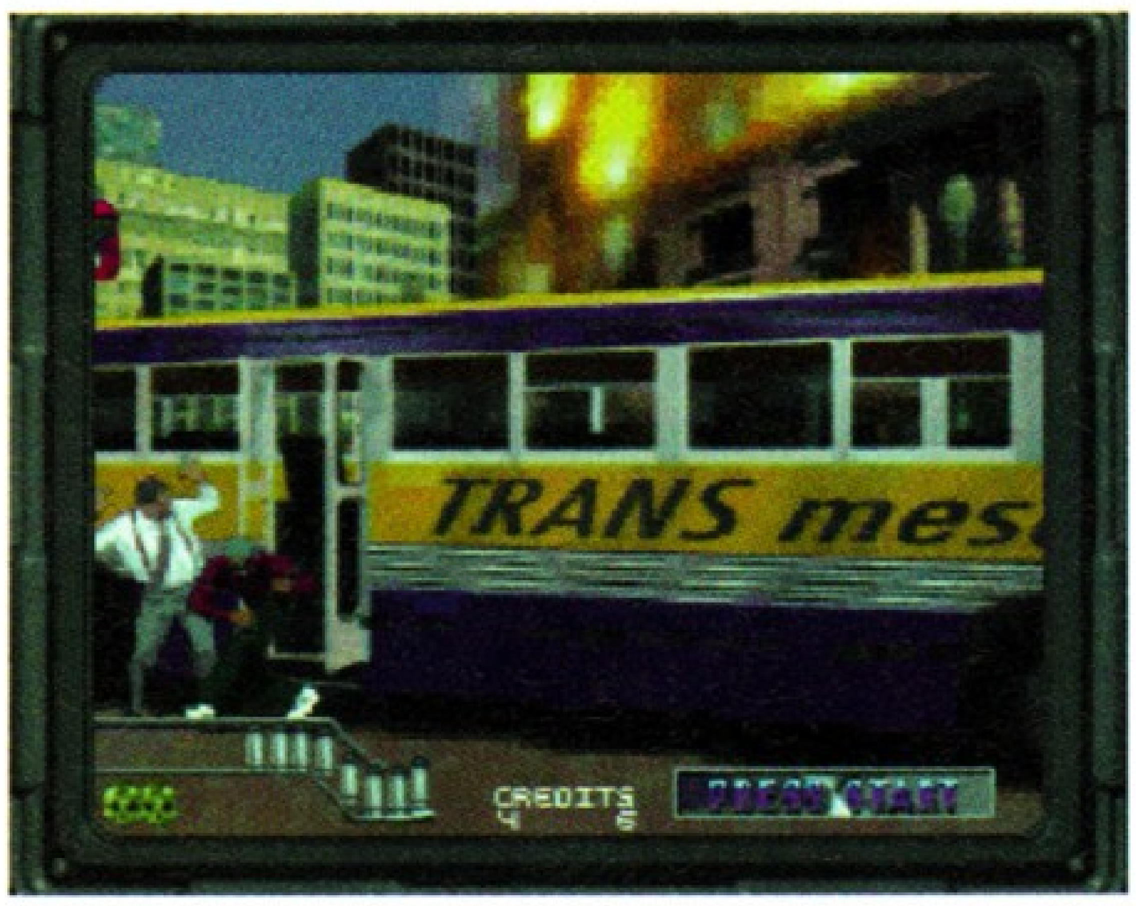
BONUS ACTION!

Like Area 51 before it, Maximum Force features a great deal of secret stuff to discover within the confines of its three missions. One of the most bizarre things we've found is a strange underwater shooting gallery bonus section. Blast away the sharks and keep the swimming naked (!) women safe and vast loads of bonus points are yours for the taking!





The female innocent bystanders tend to run about in short skirts and skimpy underwear. Fair enough.



Watch the US citizens run away in terror. Amusing.





ALBERT ODYSSEY

It seems that there's a bit of an upsurge in RPGs at the moment, more specifically, an upsurge in quality RPGs. With Shining the Holy Ark still confusing us, and the awesome Panzer Saga on the way, these are good times for Saturn RPG fans...

BY	WORKING DESIGNS
PRICE	IMPORT
STYLE	RPG
RELEASE	MAYBE!



The cute Albert Odyssey battle screen in full effect. My turn!



Pike likes to lie in bed. He should come and work for SSM!

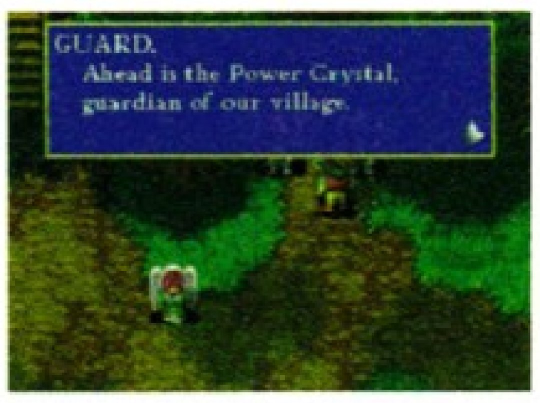
Now Saturn RPG fans have even more to get excited about, thanks to the efforts of the near-legendary American software team Working Designs. A little background information is called for. Working Designs don't actually create the games themselves, instead they look out for quality games from Japan that are generating a lot of interest, and then sign up the rights to the games and translate them for American release, hopefully cashing-in on the American market's new-found love of Japanese RPGs.

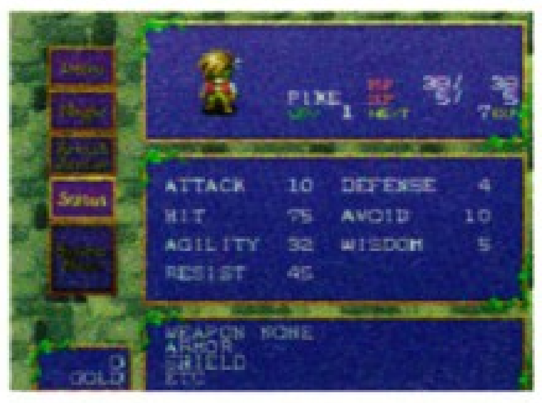
But it's not that simple. Following Sega of America's decision to give Working Designs a tiny little stand at the recent E3 show in Atlanta, Working Designs threw a bit of a wobbly and promptly announced they would stop supporting Sega's format, and basically give up on the Saturn altogether. But, fortunately for us, they continued to work on the projects they had already started, one of these projects being Albert Odyssey. Background information is now complete - let's look at the game.

The main character is a chap called Pike. His parents were murdered by Goblins when he was just a slip of a lad, which lead to him being raised by Harpies in the lovely, peaceful village of Harpy. Sounds nice, eh? But many years later, as the peaceful village life begins to disintegrate around their pointy elf-like ears, Pike (the only Human in the whole village) finds himself thrown into the centre of the action as this 'Dark Evil' begins to threaten all that exists in the world of Eldea.









(Above right) The standard issue RPG item screen shows the items and experience that the characters in the team have.



The rest of the story is pretty standard stuff really. Magicians, beasts and the happy village people are starting to fall out with each other, leading to the obvious RPG scenario, with the usual mix of warriors, magicians, fairies and princesses being called into action, and of course, a magic sword needs to be found. There has

Gamers are crying out for quality RPGs and with games like Albert Odyssey and the awesome Panzer Saga, these are happy RPG days!



Pike is the only Human in the Harpy village, and as such he's given a bit of a hard time by the...


...fairies and the weird elf-like folk that live there. Above is the baby Pike being rescued by Laia.



All of the graphics are firmly rooted in the 'cute 2D' format, but there's an excellent use of colour, and some cool special effects.

Working Designs have done a great job translating the dialgoue and the result is a very smooth and detailed game that will appeal to RPG fans





to be a magic sword. Another feature definitely marked 'compulsory' in all RPGs is some kind of battle sequence, and Albert Odyssey has a very nice one, with fights being performed in real-time in a very similar fashion to the excellent Dragon Force - select a weapon, select a target, then watch as your character runs across the screen to attack the foe. Nice.

As with all of these fangled role-play games, history plays an important part in the game as well. Pike discovers facts about the legendary battles which took place between his forefathers many years ago, battles which put an end to the first wave of fighting and made the world a more peaceful place, and Pike's role in this global scheme is gradually revealed as he builds a team and uncovers the legend of the Eldean clan. Special mention must go to the story. Far from just rushing together a dodgy translation of the Japanese text, Working Designs have really concentrated on bringing across the atmosphere that made Albert Odyssey such a success in Japan, and with all the cool dialogue and interaction between village folk, they've definitley succeded. The first mission sees the woman that first looked after Pike, Laia, turned to stone by a nasty piece of work called Belnard, and Pike needs to travel to the next village to enlist the help of a priest to save the poor girl.



From then on, it's hardcore RPG action all the way through. Hit points, magic points and attack points are all present as you'd expect, but there are also a good few other options as well - defensive power, which causes battling characters to receive less damage when attacked, avoid points which measure the fighters chances of escaping an attack, wisdom points which increases the effect of their magic, and resist points which chart the characters ability to resist magic attacks performed against him or her. These points are increased by winning battles, and also by the odd friendly villager who gives Pike and his team some useful items to help them in their mission.

So, we have a legendary quest, an epic storyline, some cool and quirky characters, and the usual mind-bendingly deep RPG action. Looks like Albert Odyssey will be a massive hit then? Well, if it gets a UK release, that is. At the moment it's looking a bit dodgy, with the game's American sales performance deciding if the game will be released in Europe. Let's hope the Americans do the right thing, eh?

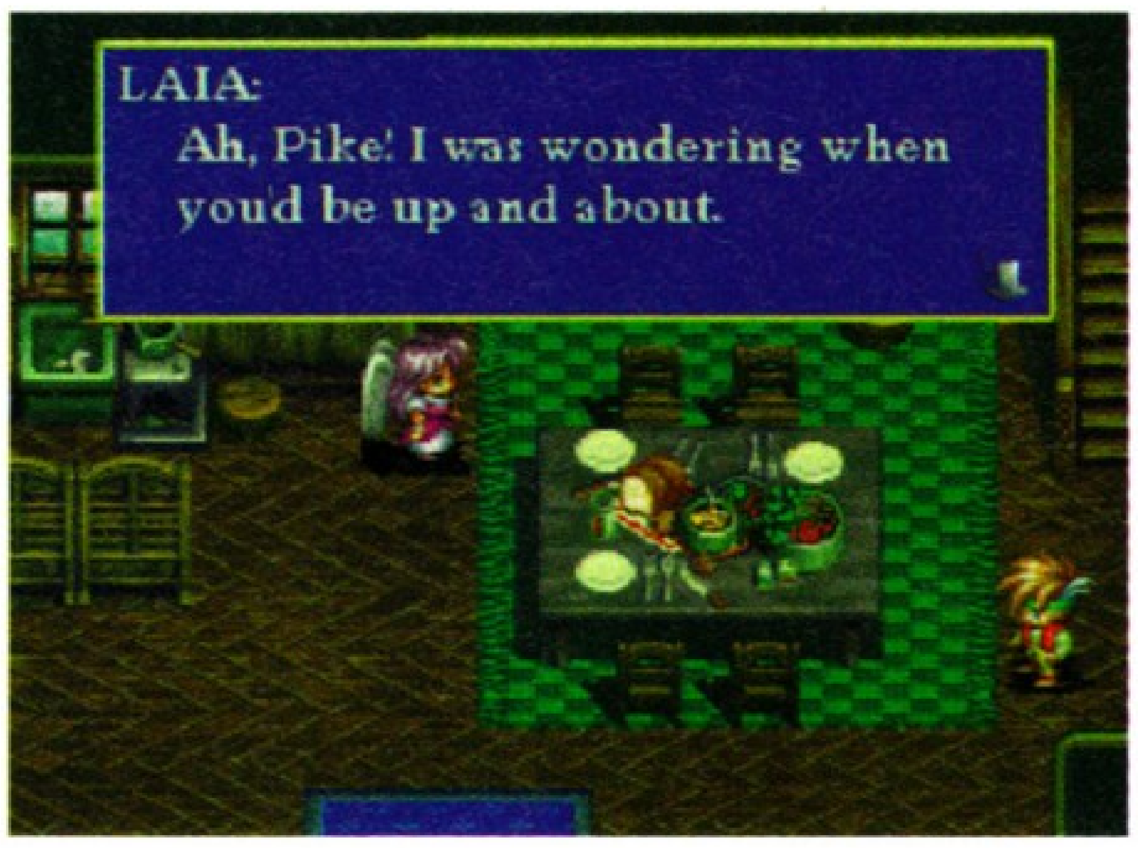


This evil bloke turns poor Laia to stone during the first level.

SO WHO IS THIS ALBERT BLOKE?

Apparently, in ancient times, magic masters created the mystic kingdom of Fargasta, and in this land the two Eldean brothers and their sister were born. As they grew older, the Black Dragon Vlag sensed the growing power of the Eldean clan, and tried to destroy them. The three children combined their powers to defeat this evil dragon, and eternal peace seemed to be the happy outcome. However, after slaying this dragon and being covered in its magic blood, the three Eldean children became immortal and one of them went a bit mad in the process, and started to destroy things for no apparent reason. It became obvious that the other two children would have to join together to stop this wayward warrior, and Cirrus (one of the good children) transformed herself into a Holy Sword that could be used by her brother to conquer the forces of evil represented by her rogue sibling. So why is the game called Albert Odyssey? Well, Albert is one of the ancient mystical magician folk, the part he plays will become clear in time...





Far from being a hasty translation job, Working Designs have taken a lot of care with Albert Odyssey. And it really shows.



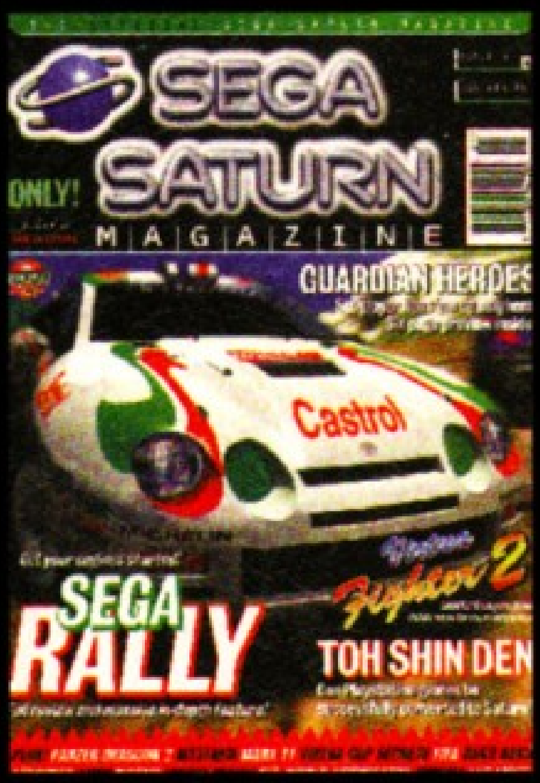
Every RPG has to have some power crystals. It's the law!



ISSUE #1 NOV 95
Reviewed: Clockwork Knight 2, Sim City 2000, Theme Prk, Street Fighter: The Movie, NBA Jam TE, Robotica, NHL Hockey, Rayman, World Series Baseball.
First ever issue of Sega Saturn Magazine replete with features on Virtua Fighter 2 and Virtua Cop!



ISSUE #2 DEC 95
Reviewed: Virtua Fighter 2, Virtua Cop, Firestorm: Thunderhawk 2, Hi-Octane, Victory Boxing, Golden Axe: The Duel, Mansion of Hidden Souls, Hebereke's Popoito, CyberSpeedway. Showcased: Virtua Fighter 2, Firestorm, X-Men: Children of the Atom.



ISSUE #3 JAN 96
Reviewed: Sega Rally, F1 Live Information, Galactic Attack, Mystaria, Worms, Virtua Racing, Off-World Interceptor. Showcases: Guardian Heroes, Mystaria, FIFA '96... plus all the secrets of Virtua Cop! Plus ultimate Sega Rally coverage... the BEST racing game!



ISSUE #4 FEB 96
Reviewed: Wing Arms, FIFA '96, Virtual Golf, Johnny Bazookatone, Toshinden, Cyberia, Casper, D, True Pinball, World Cup Golf. Showcases: Vampire Hunter/Street Fighter Alpha, D and all the secret cheats of Sega Rally! Plus Panzer Zwei AND part one of the VF2 Masterclass!



ISSUE #5 MAR 96
Reviewed: X-Men: Children of the Atom, Darius, Baku Baku Animal, NFL Quarterback Club, Hang On '96, Titan Wars. Showcases: Euro '96, Legend of Thor, Street Fighter Alpha, X-Men, Guardian Heroes, Panzer Zwei! Plus: VF2 masterclass and Sega Rally guide!



ISSUE #6 APR 96
Reviewed: WipEout, Magic Carpet, Street Fighter Alpha, Shellshock, Valora Valley Golf, Shining Wisdom, Gex. Showcases: Magic Carpet, Gun Griffon, MK3, Panzer Zwei, DarkStalkers/Vampire Hunter. Plus: VF2 Masterclass part three AND a cool WipEout guide.



ISSUE #8 JUN 96
Heart of Darkness featured... and it's still not out! Reviewed:Guardian Heroes, Ultimate Mortal Kombat 3, In the Hunt, Discworld, 3D Lemmings. Showcases: Panzer Zwei final, NiGHTS, Guardian Heroes final update. Full detailage on top games still worth buying today!



ISSUE #9 JUL 96
Full E3 report with first Cop 2 coverage! Reviewed: Loaded, Need for Speed, Shockwave Assault, Big Hurt Baseball, Blackfire, WWF, Striker, Virtual Open Tennis, Ghen War. Showcases: Sonic X-Treme (now canned!), VF Kids, Exhumed, Space Hulk and of course NiGHTS!



ISSUE #10 AUG 96
NiGHTS: Sonic Team's amazing game finally arrives! Reviewed: NiGHTS, Road Rash, Primal Rage, Slam and Jam, Starfighter 3000, Olympic Football, Sea Bass Fishing, Pro Pinball. Showcases: Athlete Kings, VF Kids, Alien Trilogy. Also: Guardian Heroes Tips!



ISSUE #11 SEP 96
Amazing Candy Fighting Vipers Cover! Reviewed: VF Kids, Alien Trilogy, Athlete Kings, Exhumed, NBA Action, Space Hulk, Keio Flying Squadron, Bust-A-Move, Story of Thor, PowerPlay Hockey. Showcases: Sega Ages, Cop 2, Soviet Strike. Plus: Shining Wisdom tips



ISSUE #12 OCT 96
Daytona CCE revealed! Reviewed: WorldWide Soccer '97, Fighting Vipers, Actua Golf, Destruction Derby, Blam! Machinehead, Bubble Bobble Pack, Highway 2000. Also included: Awesome NiGHTS guide that will blow you away. And! The dread arrival of The Master!



ISSUE #13 NOV 96
Amazing Street Fighter Alpha 2 coverage! Reviewed: Street Fighter Alpha 2, World Series Baseball 2, Tomb Raider, Earthworm Jim 2, Impact Racing. Showcases: Vipers part 2 plus programmer interview, Tomb Raider. Plus: tips to get you all the way through Exhumed!



ISSUE #15 JAN 97
COVER CD WITH VIRTUAL ON, DAYTONA CCE, WORLDWIDE SOCCER, TOMB RAIDER! Reviewed: Virtual On, Blast Chamber, NHL Hockey '97, Command and Conquer, Sega Ages, Mighty Hits, Tetris Plus, Breakpoint, Krazy Ivan, Tunnel B1, Madden '97, Jewels of the Oracle.



ISSUE #16 FEB 97
Amazing Fighters MegaMix Coverage! 16 pages of small tips - it's all in here! Reviewed: Sonic 3D Blast, NFL Quarterback Club '97, NBA Jam Extreme, Toshinden URA, Tempest 2000, Batman Forever, Bug Too!, Dark Savior. Showcases: Bug Too! Tomb Raider guide part one!



ISSUE #17 MAR 97
Manx TT Exclusively Revealed! Reviewed: Die Hard Arcade, Crusader, Hexen, Die Hard Trilogy, Grid Run, Andretti Racing, Tilt, Soviet Strike. Showcases: Hexen, Soviet Strike, Fighters MegaMix, Die Hard Arcade. Tips: Tomb Raider part two. Exhumed Team Dolls!



ISSUE #18 APR 97
Duke Nukem 3D! Lobotomy interview! Reviewed: Manx TT, Area 51, "Incredible" Hulk, Lost Vikings 2, Iron Man/X-O Manowar, Mass Destruction, Spot Goes To Hollywood, MegaMan X3. Tips: Tomb Raider Conclusion, Dark Savior, Die Hard Trilogy. AM Annex Interviewed!



ISSUE #19 MAY 97
CD WITH DEMOS OF SONIC BLAST 3D, VIRTUAL ON AND DIE GHARD ARCADE! World's first Quake shots! Reviewed: Bomberman, Crypt Killer, FIFA '97, NBA Live '97, Swagman, Puzzle Fighter, Space Jam, Return Fire. Tips: Fighters MegaMix, Die Hard Trilogy and Soviet Strike!



ISSUE #20 JUN 97
Last Bronx Revealed! More incredible Quake! Reviewed: Fighters MegaMix, King of Fighters 95, Pandemonium, Shining the Holy Ark, Mr Bones, Mechwarrior 2, Scorcher. Showcases: Shining Holy Ark, Mechwarrior 2, Pandemonium! Tips: MegaMix, Die Hard and Hexen.



ISSUE #22 AUG 97
Sonic R revealed! Special E3 Report! Reviewed: Sonic Jam, Dark Light Conflict, Dragon Force, WipEout 2097. Previews: Quake, Marvel Super Heroes! Showcased: Dragon Force, Last Bronx, WipEout 2097, Enormous Resident Evil guide! Tips: Hexen Final Part, Shining the Holy Ark Part 2.



ISSUE #23 SEPT 97
Marvel Super Heroes exclusive! Reviewed: Resident Evil, Warcraft II, Williams' Greatest Hits, Discworld 2. Previews: Touring Car, Grandia, Croc, Salamander Deluxe Pack! Showcased: Marvel Super Heroes, Resident Evil, ThunderForce V, Last Bronx. House of the Dead Interview. Final Shining the Holy Ark guide!



ISSUE #24 OCT 97
Panzer Dragoon Saga exposed! First look at Burning Rangers! Reviews: Duke Nukem 3D, Last Bronx and Marvel Super Heroes. Previews: SWWS '98, Quake and Formula Karts. Showcased: Croc, Duke Nukem 3D and Marvel Super Heroes. Coming Soon: Sonic R, Silhouette Mirage. Tips: Last Bronx, Resident Evil and Wipeout!



ISSUE #25 NOV 97
More Sonic R revealed! Exclusive Lobotomy interview! Previews: Mortal Kombat Trilogy, Fighting Force and Enemy Zero. Reviewed: SWWS '98, Madden '98, Street Fighter Collection and Bust-A-Move 3. Coming Soon: Steep Slope Sliders. Showcased: Quake, Marvel Super Heroes, Touring Car. Plus Resident Evil and Last Bronx guides!

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ISSUE #7 MAY 96
FREE! REVIEW AND TIPS BOOK! And! NiGHTS revealed! Reviews: Euro '96, Panzer Zwei, Defcon 5, The Horde, Nightwarriors/Vampire Hunter, Revolution X, Alone in the Dark 2. VF2 masterclass: the penultimate edition. WipEout guide part two, plus all the X-Men moves too!



ISSUE #14 DEC 96
World's First Virtua Cop 2 Review! Also reviewed: Daytona CCE, Amok, Street Racer, Hardcore 4x4, Chaos Control, Three Dirty Dwarves, Blazing Dragons, Crimewave, PGA Golf '97. Showcases: Cop 2, Christmas NiGHTS, Daytona CCE. Lobotomy Software interviewed!



#21 JUL 97
WipEout 2097! Resident Evil/ Marvel Super Heroes exclusive! Reviewed: Jonah Lomu Rugby, Battlestations, ID4, Actua Soccer Club Edition, The Crow. Sonic Jam feature! Double AM3 interviews: arcade Top Skater, Last Bronx! Tips: Shining Holy Ark part one, MegaMix part three!



ISSUE #26 DEC 97
More Sonic R revealed! Exclusive Lobotomy interview! Previews: Mortal Kombat Trilogy, Fighting Force and Enemy Zero. Reviewed: SWWS '98, Madden '98, Street Fighter Collection and Bust-A-Move 3. Coming Soon: Steep Slope Sliders. Showcased: Quake, Marvel Super Heroes, Touring Car. Plus Resident Evil and Last Bronx guides!

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Virtua Writer™

We've received several complaints from readers this month complaining that their letters aren't getting published in SSM. Frankly, it's because they're crap. It takes something a great deal more interesting than "the Saturn is better than the PlayStation because..." to get into the SSM. Bear that in mind before sending your letters to: VIRTUA WRITER, SEGA SATURN MAGAZINE, 37-39 Millharbour, Isle of Dogs, London, E14 9TZ, or email us at virtua.writer@ecm.emap.com. The sender of the most entertaining read wins an exclusive VF3 book!

KEEP THE FAITH

Dear SSM

My faith in your journalistic skills of late has been put to the test. Reading PlayStation Plus recently, I couldn't help but notice several small articles mentioning nigh-on complete versions of X-Men: COTA, X-Men vs Street Fighter (this is nowhere near complete if it exists at all - RICH), a version of Vampire Savior planned and the Saturn enhanced Resident Evil all on the PlayStation. It's not so much Capcom I blame, but your journalistic skills. My God, you practically work next to PlayStation Plus' offices. I think your faith in Capcom is misled, as is my faith in you.

Jamie Thomson, Scawby

Hold on there big fella, X-Men: COTA is most definitely NOT PlayStation bound due to the inferior 2D processing capabilities of the machine. PlayStation Plus have subsequently seen the error of their ways and apologised for their insolence in a more recent edition of the mag. As for the other games, Resident Evil Director's Cut is pencilled in on Sony's release schedule, but is quite different from the Saturn version (no battle mode, for example). Regarding Vampire Savior (Darkstalkers 3) and X-Men vs Street Fighter, Capcom announced at the Tokyo Power-Up conference last November that both would be Saturn exclusive, purely for the reason that Sega's console is the only one capable of producing these games through the combination of internal RAM and the new 4MB RAM cartridge. Taking into account that the PlayStation has no internal memory or RAM upgrade capabilities, it must be said that the thought of PS versions of these games is something of an office joke at the moment. Make no mistake, the Saturn is the only console for playing decent versions of Capcom's finest. LEE



X-Men vs Street Fighter on the PlayStation? Yeah right!

TEDIOUS DEVIANTS RETURN...

Dear SSM

Before you say anything, we never said Saturn Power was better than your mag. However, whilst we're on the subject, why do you bother slagging off SP so much if you and everyone knows that you're the best? OK, so it is quite amusing but you really need to get off that pedestal you've put yourselves on and concentrate on making the best even better.

Secondly, who cares that much about demo CDs? They may be fun for an hour or so but they never make you want to go out and buy any of the games on the disc. A person with a good eye for games can tell if something is any good, if not, they can just read your reviews anyway.

Thirdly, when are Sega of Europe going to get their arse into gear? We're fed up with hearing the words "not being released over here" or "not coming for ages", whilst crap like Darius 2 and other such tat are being released by the truck load. If Sega tried as hard over here as they do in Japan, they wouldn't have lost out to Sony.

Hopefully now that programmers are getting used to the power of the Saturn, creating better effects, people will finally realise the Saturn is the only console for the true gamer!

Alex Charles and David Metcalf, Luton

PS Not only can we thrash you gutless wimps at past mentioned games, but we can now add KoF '95 and Marvel Super Heroes to the list!

As a general rule, letters which begin with sycophantic praise but trail off into mindless insults are rarely met with enthusiasm here at SSM. You crazy kids would do well to remember that before sending us your monthly missives. As for Saturn Power, we are trying to refrain from slagging them off, as we feel a tad guilty kicking a cripple when it's down. Instead we're concentrating our formidable efforts on making the best even better, which inevitably means more awesome demo CDs. Whilst reviews give readers a general idea of whether a game is worth purchasing or not, there's no substitute for seeing the game in action and being able to decide for yourself. And I wouldn't go lumping yourselves in the same category as people "with a good eye for games", given that in previous correspondence you rubbished both the AM departments and NiGHTS in a single sweeping statement. Crazy fools. LEE

"If Sega tried as hard over here as they do in Japan, they wouldn't have lost out to Sony." Fascinating statement, being that the release of Final Fantasy VII put the PlayStation ahead of the Saturn in the Land of the Rising Sun. Sad but true. Yes, there are tons of games for the machine available in Japan, but somehow I doubt the likes of "Roommate - Summer Vacation", "Princess Maker 3" and its ilk are liable to catch on over here. By the way, it's good to see that our reviews have gone up in your estimation since your first missive to us a few months ago went on about how biased we are. As for your witless "challenge"... look lads, haven't you embarrassed yourself enough over the last few months with your inane ramblings? RICH

WHERE THE HELL HAVE YOU BEEN?

Dear SSM

I've recently discovered that Tomb Raider 2 is not coming out on the Saturn. I can't believe that Core are doing this to us, considering the original game came out on the Saturn first. It looks pretty cool from the screen shots in other magazines, and I'm even considering getting a PlayStation to play it on. What do you think?

Mark Patterson, Liverpool

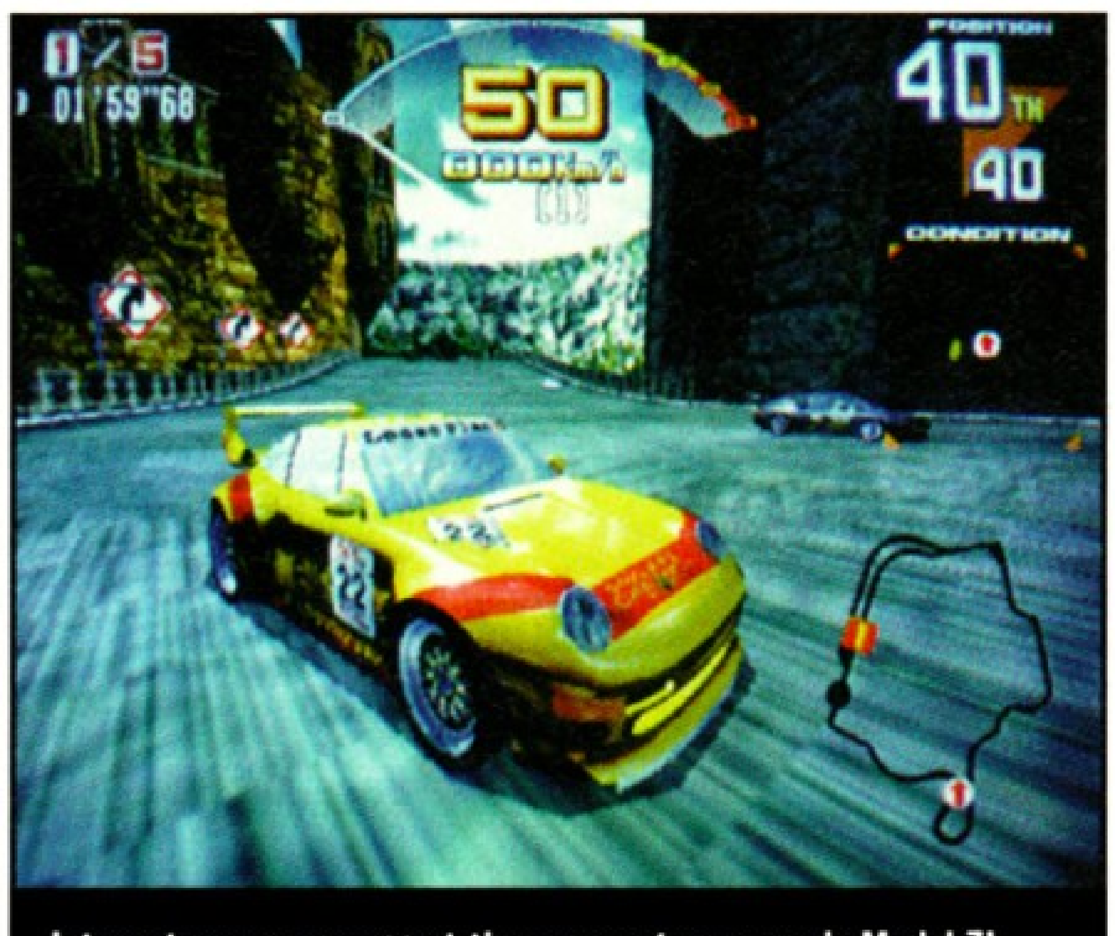
It's good to see you're keeping up with contemporary issues, eh Mark? Anyway, we've seen Tomb Raider 2 in action, and in no way does it live up to the incredible amount of hype Eidos/Core are ramming down our throats. This isn't just sour grapes on our part, as fellow journalists on our sister publications share our disappointment with long-awaited sequel. Yeah, Lara can perform a few new acrobatic tricks, but the graphics are remarkably similar to the first and the lack of variety in the block/lever pushing gameplay wears extremely thin. Eidos are no doubt relying on the tits and arse factor to sell the game... and the record... and the film. Still, it's a shame Saturn owners are to be deprived of Lara's scantily-clad antics, though if truth be known, we'd rather be playing Quake anyway. LEE

NEW SYSTEM BETTER THAN MODEL 3!

Dear SSM

Firstly, I'd just like to take this opportunity to say what an ugly bunch of bastards you lot are. I found the group photograph featured in issue #24 offensive to the eye and subsequently made me throw up. Were it not for the vision of loveliness featured a few pages later in the mag (in the form of those groovy Virtual Babes) I would desist in buying your mag immediately. Shame they weren't the full tits-out versions featured in the Daily Star though.

Secondly, congratulations on your excellent Resident Evil guide, commiserations on your poor WipEout 2097 guide (what went wrong eh, lads?). But the



Internet rumours suggest the new system exceeds Model 3!

main reason for my writing, is regarding the specifications for the new Sega system which recently appeared on the Internet. Several different sites claimed to have an actual manual for the new system, which boasts a Model 3-beating 1.5 million polygons per second, courtesy of an advanced Power VR graphics chip! Considering Model 3 can only do around one million polygons per second, that means we could have arcade-perfect conversions of VF3, Scud Race, Le Mans 24 Hour and Motor Raid as early as Christmas 1998. They go on to state that as of yet, Sega have neither confirmed or denied this. If these specs are true, shouldn't Sega be shouting about it? So come on SSM, being the official mag and all that, can you tell us what's going on? Are these reports accurate? Have you seen it running? If so, why haven't you printed any shots or news?

Chris Harvey, Essex

As of yet there is no official news, screen shots or specifications on the new Sega system to report. All that exists at the moment for us to tell you are the rumours flying around on the Internet, which you've pretty much summed up in your letter anyway. The problem is however, the rumours change so frequently that by the time the magazine has gone to print, they'll be pretty out of date anyway. It was only a matter of weeks ago that "inside sources" reported that the new Sega system utilised 3Dfx technology, whereas more recently we have discovered that to be completely untrue. Of course, once the hard facts begin to emerge from Sega themselves (not likely for at least another 6 months) then SEGA SATURN MAGAZINE will be there first with the exclusive story. Until then, you'll just have to be patient. LEE

Sega have a huge amount of Saturns out in the world (like nearly seven million of the beggars) and it's not in their interest to reveal anything on their future plans until the time is right and the software is ready. Rest assured when Sega start shouting about it, the world will sit up and take notice. Oh yes. RICH

BOOK WINNER



BRIGHT AND BREEZY LETTER

DEAR SSM

In a previous issue requested that future letters to SSM be "bright and breezy". Well, here is my attempt to express my brightness and breeziness in the form of a poem.

The Saturn is a Marvel and that is a fact,
Even though third party support has lacked,
If my Saturn you dare to make cracked,
I'll introduce glass to your digestive tract.

I know the Spice Girls say they'll be there,
But next to the Saturn they just don't compare,
Except for that posh one with the black hair,
I wonder if she's got an orifice to spare?

There are some people who hate it, I'll bet,
And it is to them I say without regret,
"The only mates that you can get,
Are those you buy in a pub toilet".

This poem is now over, there's nothing else more,
Except to end with some hints I implore,
Never tie your shoe laces in a revolving door,
And fat women make crap snipers.

M Away, Cardiff

**We liked your little poem,
We liked your clever words,
We liked your clever use of language,
And fantastic taste in birds,**

**But your chances are quite minimal,
With lovely posh spice Vicky,
In fact your chance is zero,
We hear she's rather picky,**

**We agree with your opinion though,
She would be quite a snag,
We'd love to see her naked,
And give her a good... copy of SEGA SATURN MAGAZINE.
GARY**

RATINGS BACKLASH BEGINS

DEAR SSM,

There is a letter in issue #24 about decreasing some games ratings over time but not others that I completely agree with. What you said as a reply made sense, but (using your examples) if VF2 gets 98% and Worms gets 91% at around the same time, then VF2 is 7% better, right? A year later, VF2 is just as much better than Worms as it was when they were both rated. What you say may work a little bit, (comparing games within one genre) but nothing like Worms is out so it makes no sense whatsoever. Oh, well. The only way around it is to mark the best game like VF2 on about 90% and decrease all others by 6 or 7% also and simply let the better games get higher marks, rather than decreasing aging ones. You know it makes sense.

Daniel Landes, Somewhere

Clearly your rating system doesn't make any sort of sense Dan, as there is no way the mighty Virtua Fighter 2 deserves a paltry 90% rating. What Rich said on the subject a couple of issues ago is completely true, in that the whole process of depreciating the ratings of certain games is completely subjective. There is no specific formula or mathematical process we go through in order to do this, but rather reevaluate individual titles with the benefit of hindsight. Looking back, we can see that maybe we were a tad over-enthusiastic about Worms (*Lee actually loves this game everyone, you should know - RICH*), whereas the rating awarded to Virtua Fighter 2 almost two years ago was completely accurate. LEE

Duh! The bottom line is that opinions on games can change over time and obviously it's a different case with every game. Some titles remain as classic as ever (and Virtua Fighter 2 remains an epoch-making piece of software even by today's standards) whereas others are effortlessly out-quaffed by newer games in the same genre and thus suffer accordingly (like WipEout, Euro '96 and the rest). Additionally, the review team has changed significantly since the old days and we're more liable to put our own opinions in today's mag as opposed to the views of the publication of yesteryear. Now let that be an end to this discussion. I have spoken. RICH

BRIEFLY...

DEAR SSM,

Are Sega going to make a Die Hard Arcade 2 or some other beat 'em up like it, I hope so because Die Hard Arcade would be a good game if only it had some more levels and the Saturn's lacking decent Streets of Rage type games which I like. Please can you tell Sega to get working on one because I really liked Streets of Rage on the Megadrive and I hated giving my Megadrive up to buy a Saturn. Also, will we get to see Sonic R before Christmas?

Marc Hull, Somewhere

Whilst there are no plans to produce a Die Hard Arcade 2 or a Saturn Streets of Rage, the dubious future of Fighting Force has now been secured, with Sega of Europe snapping up the rights to publish the long-awaited scrolling 3D beat 'em up over here. As for Sonic R, the game is now complete and has a tentative release date of November 20th. LEE

DEAR SSM

I bought a Saturn because of the high quality of games it has. But with games like ISS, Rage Racer and Street Fighter EX being exclusive to the PlayStation, I am wondering if there are any games on the Saturn which could match them for gameplay.

Suman Miah, Sonyville

Are you serious! How about SWWS '98, Sega Rally, Sonic R, Marvel Super Heroes (a decent conversion that is), X-Men vs Street Fighter, Quake, Duke Nukem 3D and Panzer Dragoon Saga to name a few. LEE

DEAR SSM

How much did the VF3 coin-op cost you and how much would it take to get it off your blistered-from-playing-too-much hands?

Adam Carrel, Glasgow

It didn't cost us a penny mate. It was on loan from our friends at Sega Operations and has subsequently gone back to their showroom. But if you're still interested in getting yourself one, a stand-up VF3 coin-op will set you back a paltry £4995, whereas the super-deluxe 50" screen version costs a pretty reasonable £9000. Better get yourself a paper round, eh? LEE

I think the world should know that on one amusing occasion, I beat Lee Nutter twelve times in a row on VF3 machine. RICH

DEAR SSM

In issue #24 of SSM I noticed a reply to a one of the letters in which you stated that Fighting Force would not be available in the UK. Give me a damn good reason why Core are not releasing it?

L Goodhall, Derby

Following Eidos' decision not to publish Fighting Force in the UK, Sega snapped up the rights to do so and are releasing it in November (hopefully). A review next issue, perhaps. LEE

Q&A

My word, this month truly has been the worst I've yet experienced when it comes to interesting questions. I mean, half of them have been answered about five months ago, so do you guys actually read this page or what? Sigh. Oh well, please send some INTERESTING questions to NO, I REALLY AM INTERESTING, Q+A, 37-39 Millharbour, London E14 9TZ. Or email the beggars to ssm.qa@ecm.emap.com. Once again, I implore you to be at least slightly interesting. No, please. REALLY.

TAKING THE B OUT OF BANAL

Dear SSM,

First of all I'd like to say that your magazine is the greatest. I would not miss one issue of your magazine. Here are some questions.

1. Will MDK ever come out on the Saturn?
2. Is Fade to Black coming to the Saturn?
3. Are there any plans for Metal Gear Solid?
4. Is there a 64-bit system for Sega called Blackbelt?

Jalal Binthaniah, Southall

1 and 2. Both games are unlikely to appear on the Saturn at this time. 3. Konami, on the other hand, plan to bring all of their major games to the Saturn provided there is the demand, so Metal Gear Solid does look like it is on the cards. 4. No. The current project name for the new system changes every couple of weeks.

BECAUSE YOU SAID

Dear Q+A

Please answer these questions.

1. Why don't Core use the new four megabyte memory for Tomb Raider 2 because you said that it allows for faster speed or more polygons.
2. What is happening with Zap! Snowboarding Trix, because you had a preview in issue #19?
3. When will Jurassic Park 2 be out?

Thanks for printing this letter.

Mike Coles, Somewheresville

1. Because Core have signed all rights for Tomb Raider and Lara Croft over to Sony. The four megabyte cartridge would make a TR2 conversion easier, but the bottom line is that the Saturn as it stands without any extra memory could easily replicate the PlayStation version. When you see the finished game you'll see that technology-wise, TR2 isn't THAT much of a leap over the original, which worked out perfectly fine on the Saturn. 2. Nothing is happening with Zap! Snowboarding Trix for the plain and simple reason that Steep Slope Sliders has come along and it is infinitely superior. 3. The Lost World? You'll find that it's probably out now and is almost certainly reviewed in this issue.

WHAT GAMES SHOULD I GET?

Dear Q+A

Here I am trying to fill up some more space in your excellent magazine.

1. I am getting a Saturn for Christmas so which games do you think I should get?
2. Could you please put these games into order from best to worst: Exhumed, Virtua Fighter 3, Street Racer, Destruction Derby, Tomb Raider, Ultimate MK3.
3. What is your favourite football sim of the moment?
4. Will there be a Virtua Cop 3?

Mark Robinson, Drumgor

1. Duke Nukem 3D, Virtua Fighter 2 (or Fighters MegaMix, whatever you fancy), Sega Rally, Worldwide Soccer '98, Marvel Super Heroes, Incredible Hulk. Except the last one. 2. Exhumed, Tomb Raider, Ultimate MK3, Street Racer, Destruction Derby. Virtua Fighter 3 cannot be commented upon since nothing has been seen yet. 3. Worldwide Soccer '98 of course. 4. In the fullness of time I'm sure something will appear answering to this description.

SIMPLE AND TO THE POINT

Dear SSM

Please answer the following questions.

1. Will House of the Dead be coming to the Saturn and if so, when?
2. Is Torico any good?
3. Which is the best to buy: Manx TT SuperBike or WipEout 2097?
4. Is Destruction Derby 2 coming to the Saturn?

Toby Hall, Worcester

1. House of the Dead is being converted to the Saturn as we speak and should be a key part of Sega's early 1998 line-up. 2. Not in my opinion, no. 3. It's a close call, but I think I would go for WipEout 2097. 4. Not to my knowledge, no.



House of the Dead: Coming to Saturn, it's bound to be ace.

A GIBBERING CAPCOM FAN WRITES...

Dear SSM

I want to ask you when X-Men vs Street Fighter is coming out. If it has been cancelled... NOOOOOOooooo!! If it hasn't, tell me who is in it, when I can get it and how much?

Simon Wilkinson, Ripon

X-Men vs Street Fighter is coming out on November 25... in Japan. At this time, Sega Europe are debating the issue of releasing the four megabyte RAM cartridge required to play the game. Apparently it would cost a lot of money to bring it out over here. Here at SSM we find this hard to believe. Surely the more high profile EXCLUSIVE Saturn titles are released officially, the better?

THE FUTURE EDITOR OF SSM WRITES...

Dear SSM

Please print this letter etc etc etc (*cut by me - RICH*)

1. Will any Star Wars games ever come out for the Saturn?
2. I was going to get Resident Evil but my mate bought it and said it was too hard and took it back the very next day. Is it really that hard?
3. I'll be leaving school soon and I want to be an editor for a magazine, preferably one as excellent as yours. What qualifications will I need?
4. Finally my Mum says that it's hard to get a job as an editor. Is this true?

Matthew Benson, Liverpool

1. There are no plans at present. 2. Certainly not. 3. A-level History and English are useful. But you don't instantly become an editor - you work your way up. 4. Your mum is right. It's extremely tough. True, I was editor of Mean Machines when I was 20, but I guess I'm the exception that proves the rule. I suggest that you read a lot more, write creatively in your spare time and bone up on your grammar (which really does need some work judging by this letter). Work hard enough and you can achieve anything.

FAQ

This here's FAQ, which stands for Frequently Asked Questions. Basically these are the questions you lot keep sending in. So let's get on with answering them, yes?

1. Is Scud Race coming to the Saturn?

Considering the power of the Model 3 board on which Scud Race runs, the game is far more likely to appear on Sega's next, all-powerful machine. We'll have more news as we get it here at SSM Central.

2. What's the status of Resident Evil 2?

After the success of the first game, Capcom have all but confirmed that they'll be bringing the sequel to the Saturn. It might not appear at the same time as the PS version, but we shouldn't have to wait as long as we did for the first game.

3. Can I be a games reviewer, please?

If you can write coherent, entertaining reviews and features, we might well be interested in your services. Send in a CV along with examples of your work to the magazine - we're always on the look-out for "talent".

On the CD...

We told you guys months ago that we had some earth-shattering cover-mounted CDs lined up - and at last they're beginning to come to fruition. Exclusive to readers of SEGA SATURN MAGAZINE, this month we have the most incredible pre-Yuletide giveaway ever - Christmas NiGHTS! Much more than a mere demo CD, it is in fact an incredible game in its own right, being far superior to many full-price titles we could mention. Bet you can't wait to stick it on, eh? Well, not until you've read this you don't!



Christmas NiGHTS™ into dreams...







MORE THAN A DEMO

Christmas NiGHTS is the perfect opportunity to sample the NiGHTS phenomenon. What you get is an entire levels worth of festive NiGHTS, which vary depending on whether you choose to play as Claris or Elliot and according to what time of year your Saturn's internal clock is set to. Christmas NiGHTS for example, is the variation you receive on the run-up to December 25th, New Year NiGHTS is the version available after January 1st and Spring NiGHTS is what you get around March time.

All these versions have quite different layouts and decorations. Typically, the longer you leave the game, the more difficult it becomes, but the important thing is that this game changes over time. What you see when you load the game up today, is totally different from what you'll see in a few weeks time, giving the game more longevity than a great deal of full-priced titles! Is that the mark of genius or what?



WHAT YOU HAVE TO DO

For readers unacquainted with the NiGHTS phenomenon, this Yuletide edition may at first appear a tad confusing, but the task ahead is fairly simple. Guide either Elliot or Claris to the imprisoned NiGHTS, freeing the festive character for a limited period of time. Now in full control of NiGHTS, take to the skies and collect 20 chips, before taking them to the cage located somewhere around the course (in this case, beneath the Christmas tree). Beginners should then return to the start allowing NiGHTS to begin the next course otherwise he'll plummet to the ground once the flying time is over. Expert players should use this bonus time to fly around the course and rack up huge scores by collecting more chips and flying through hoops in rapid succession (known as "links"). The greater the score, the better your ranking.

THE BEST IS TO COME

As with the full NiGHTS game, completing the festive version is only a minuscule part of what the game has to offer. There's literally tons more stuff in there for players to discover, more than we have space to mention in these two pages.

You see, every time the four festive courses are completed and the boss destroyed, a Patience-style option opens up. A vast array of cards are laid out before you, each revealing a symbol when turned over. Match up two identical symbols and a secret option becomes available. Then return to the title screen and check out what gifts the Sonic Team have lavished upon you!

There's some incredible stuff to be found, from character artwork, to FMV clips, secret game modes and even a certain spiky blue mammal. These are all exclusive to Christmas NiGHTS. None of the secret stuff in there is included in the proper game, emphasising further just what an amazing Yuletide cover-mount this is.

One of the most ingenious aspects of Christmas NiGHTS is its calender-activated features. Providing the date and time are set correctly, certain secret features open up on select dates.Try adjusting your Saturn's built-in clock to April 1st, October 31st and December 25th!











You'll find an entire level of festive fun in Christmas NiGHTS, complete with the stunning end-of-level boss, Gillwing.



Secrets of Touring Car

As we've come to expect from Sega's arcade conversions, there's more to Touring Car than meets the eye. A whole host of secrets have been crammed into the Saturn version, which we can now exclusively reveal. LEE NUTTER is the nut behind the wheel.

To access the cool secret features of Sega Touring Car Championship, players need to complete the entire game in first position. Alternatively, you could input the following the cheat and save yourself the bother.

Plug a steering wheel into the 2P port (sorry, but that's the only way). Go to the Options screen on either the Saturn or Arcade Mode and select the Key Configuration option. Simultaneously press **X, Y, Z and the Start button** on the steering controller. An exhaust noise is heard if performed correctly. Players are now given access to all the following modes!

SEGA RALLY CARS ARE IN!

The coolest secret we uncovered in Touring Car is the inclusion of the Sega Rally vehicles: the Toyota Celica and the Lancia Delta. These represent the ultimate reward for skilled players, as not only do you have to be an expert to get them - but you have to be an expert to drive them.





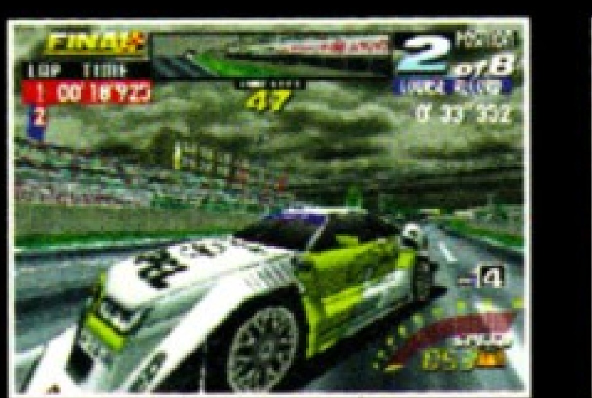
SEGA RACING PROTO

In addition to the Sega Rally cars, skilled players can also uncover a third secret vehicle - the Sega Racing Proto! Looking somewhat like a Le Mans-type vehicle, this super-fast jalopy is the ideal car for cracking some of the tougher gameplay modes. Awesome.



EXPERT MODE

In the tough expert mode, each of the four standard Touring Car vehicles has been souped-up somewhat, so each moves approximately a million miles per hour faster than before. Oh, and the skies are different colour too.





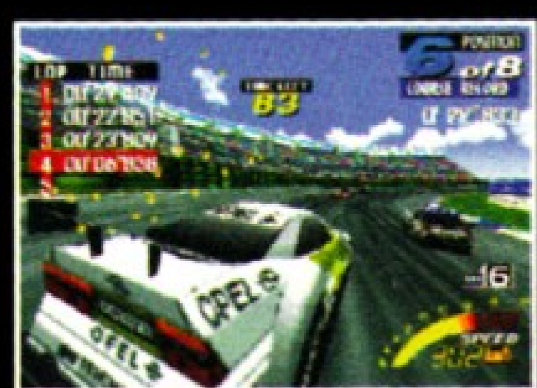
EXHIBITION MODE - BOOM TOWN

As we exclusively revealed last issue, the Saturn rendition of Touring Car features an all-new track, now entitled Boom Town Circuit. The new track is a high-velocity speed-way with plenty of long straights and few testing corners, meaning drivers rarely need to lift off the accelerator.



GRAND PRIX MODE

Due to the sheer speed that Touring Car runs at, the entire game tends to be over within a matter of minutes. Hence the inclusion of the Grand Prix mode, which bumps the number of laps required to complete each circuit up to a gruelling twenty!








Castrol
MARTINI
TOYOTA
Castrol
KENWOOD
SUPER RAM
BRIDGESTONE
CIBIE
RAYS
adidas

Simply the Breast!

Game of the month? Game of the year? Maybe even... the greatest Saturn arcade conversion ever? Dead or Alive arrived in Japan like a gift from the gods this month taking the beat 'em up world by storm. But with a UK release now in doubt can even lightning fast gameplay and a bevvy of bouncing beauties save Tecmo's triumph from import hell? MATT YEO investigates.





Lightning-fast gameplay, super-smooth visuals and top-heavy tottie... Dead or Alive's got the lot!

There are few games that manage to stir the loins of the SEGA SATURN MAGAZINE team, but recently we've been inundated with the buggers. Duke Nukem 3D, Quake, Sonic R... the list goes on and on. The latest addition to this elite line-up is Tecmo's long-awaited 3D beat 'em up, Dead or Alive. With the original arcade version of the game utilising Sega's powerful Model 2 board, a Saturn conversion was inevitable. However, we never expected the finished game to be the all-out bone-crunching, body-bludgeoning, mammary gland marathon that it is!

Tecmo has been beavering away on home conversions of Dead or Alive for nearly two years now. A Nintendo64 version is in the works as is a rumoured PlayStation game, but it's the Saturn that has been blessed with the first taste of Team Ninja's programming magic. Previously known for the likes of Tecmo Superbowl and a number of less-than-impressive shoot 'em ups, Tecmo gave AM2 a creative kick up the ass when it released the original coin-op version of Dead or Alive. Although harnessing the same hardware board that powered Virtua Fighter 2, the game itself stunned players >>









Characters hit with a real force. If you thought Virtua Fighter was realistic, DOA will blow you away!





>> with its almost Tekken-style gameplay, use of explosive ring-outs and, most importantly, the fact that the game's foxy female players appeared to be carrying a couple of liquid bowling balls in their bras. These girls give new meaning to the phrase "top heavy!"

Originally set for a December release in Japan, Tecmo actually finished its Saturn conversion ahead of schedule, resulting in its recent October 10th release. Fan patience has finally been rewarded with a 3D fighting game experience that regularly draws crowds of hormone-fuelled males in the SSM office, thanks in no small part to Dead or Alive's healthy dose of zeppelin-chested female fighters. But beneath the game's sexy surface lies a beat 'em up of incredible depth, one that puts AM3's Last Bronx to shame and even looks set to topple the mighty VF2 from its golden gaming throne.

3D COMBATIVE SPORTS

It's safe to say that Saturn owners will be completely unprepared for the graphical excellence of Dead or Alive. We know that it's possible for Model 2 arcade titles to be ported to the Saturn, but sometimes the finished results aren't quite up to scratch. So while Last Bronx is a great weapons-based fighter, annoying glitches and occasional slowdown failed to make it the classic it could have been. Dead or Alive has no visual faults whatsoever. That's right. Whether it's super-smooth, multiple camera angle match replays or super-detailed, zoom-in winning poses, the game's superior polygon engine is unmatched by any previous Saturn title. We're talking 60 frames per second, high resolution fighting action, the likes of which has never been seen on any home system! What's more,

TINA
An all-American pro-wrestling babe with buns of steel! Imagine sporty spice with a chest and looks. Worra hot chick!











RYU
Token ninja and fast as lightning, Ryu borrows many of his swift moves from Virtua Fighter's Lau.

JANN-LEE



Country: China
Age: 20
Blood Type: AB
Height: 173cm
Weight: 75kg
Fighting Style: Jeet Kune Do
Occupation: Bodyguard
Likes: Hamburgers, Grapefruit
Hobbies: Action films
Stage: Mid-construction Freeway

Jann-Lee's parent's escaped from China's Maoist regime to the US when he was just 3 years old. So this lethal fighter is more American than anything else. He loves action movies, hamburgers and cruising the Hollywood strip. Jann-Lee, one of the youngest members of the Dead or Alive posse, is a fairly well-established fighter at just 20 years old. He's also a master of Jeet Kune Do. He uses this martial art almost daily in his work as a professional bodyguard, where he protects a variety of highly secretive, controversial political figures.









Right: While basic moves are powerful enough, Dead or Alive features some of the most hard-hitting combos we've ever seen in a 3D fighter.
Below: Ryu Hayabusa takes out his exact duplicate with a HayouNagiGeri, a spinning head-kick that may also be used to set up killer combos.













ZACK
Streetwise and cool, Zack's urban background makes him one of the game's most vicious fighters. Those are fists of steel.

backgrounds may be 2D but such attention to detail as gushing water falls, crashing lightning and moving traffic more than make up for a lack of 3D effects.

Quite how Tecmo achieved this level of perfection is a mystery even to the talented SSM team. What is clear though is that the Saturn has been blessed with a grade AAA+ quality title, one that literally oozes playability, demands your constant attention and proves once and for all that Sega's machine is still the world-beater it always has been.

FIGHTING GAME SYSTEM

Dead or Alive initially features eight playable characters (a boss, Raidou, is accessible but more on that later) all of whom possess a number of incredibly cool and hard-hitting offensive and defensive moves. The control set-up consists of standard VF punch and kicks which are strung together to form some stunning combos. Basic attacks and combos are supplemented with more complex moves to be mastered by expert players. With a little training, and a few bloodied noses, players soon get to grips with the game's bewildering array of moves, the sheer number of which almost equals VF2's. As a consideration to Street Fighter players, Tecmo has incorporated a version of Capcom's intuitive blocking system requiring a quick back tap on the joypad to defend against incoming attacks. Overall Dead or Alive's controls are extremely accurate and responsive.



KASUMI
If Tina is the game's female muscle then the beautiful Kasumi is its brains. This nimble ninja is a fox!

KASUMI



Country: Japan
Age: 17
Blood Type: A
Height: 164cm
Weight: 48kg
Fighting Style: Mugen Tenshin-Ryu Ninjitsu
Occupation: Ninja
Likes: Strawberry Yoghurt
Hobbies: Fortune-telling
Stage: Underground Platform

At 17, Kasumi is the youngest member of the Dead or Alive crew. This ultra-serious high schooler is an accomplished escape artist and straight-A student who tells horoscopes during her lunch hour. She loves strawberry yoghurt, her Angel Eyes video game and staying out past her curfew. She may only be small in stature but be warned. If you think this quiet little thing is a sweet kitten, you're in for an ugly surprise. Kasumi's expertise is assassin-style ninjitsu and like a cat you never see her coming until it's too late.













LEI-FANG
Dead or Alive's very own Pai clone boasts some of the game's most impressive multi-hit and two-in-one combos.



BAYMAN
Get too close to this ex-Russian combat expert and you'll be dealt a number of limb-breaking moves.

REVOLUTIONARY HOLD SYSTEM

As blocking has been relegated to the joypad, the A button now takes on possibly the most vital function in the game. Dead or Alive features an amazing hold system allowing players to swiftly block an opponent's attack and counter with a lightning-fast move of their own. However, unlike counters featured in other beat 'em ups, Dead or Alive's system enables players to respond with throws, two-in-one attacks and even chain combos together for devastating effect. Both offensive and defensive throws are possible offering almost limitless combo potential.

Likewise, if a player is battering your character with a particularly brutal beating, simply tap H+P+K to perform an Escaping Combination Throw. This cool move reverses your opponent's attacks and sends them sprawling with an amazing throw! Simple and effective, this system makes Dead or Alive possibly the most enjoyable fighting game we've ever played and one that proves incredibly accessible.

WARNING: DANGER ZONE!

Bouts take place in a number of exotic locations ranging from Zack's sunny beachside setting to Lei-Fang's palace courtyard which bears an uncanny resemblance to Pai's stage in VF2! While Ring-Outs have been included, Tecmo has attempted a twist on this tried-and-tested gameplay feature by surrounding each stage with a lethal explosive perimeter. Send your opponent flying onto the Danger Zone and watch as they're catapulted into the air by a massive detonation.
Used in conjunction with certain moves and floating combos,



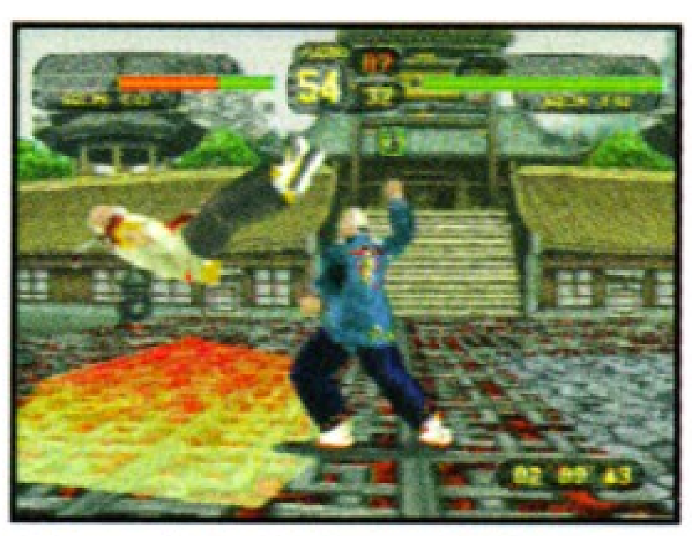
Although Dead or Alive's backgrounds are 2D, the attention-to-detail is incredible. Add a Danger Zone and ring-outs and DOA is even more impressive.





The Danger Zone adds another cool layer of strategy to Dead or Alive.





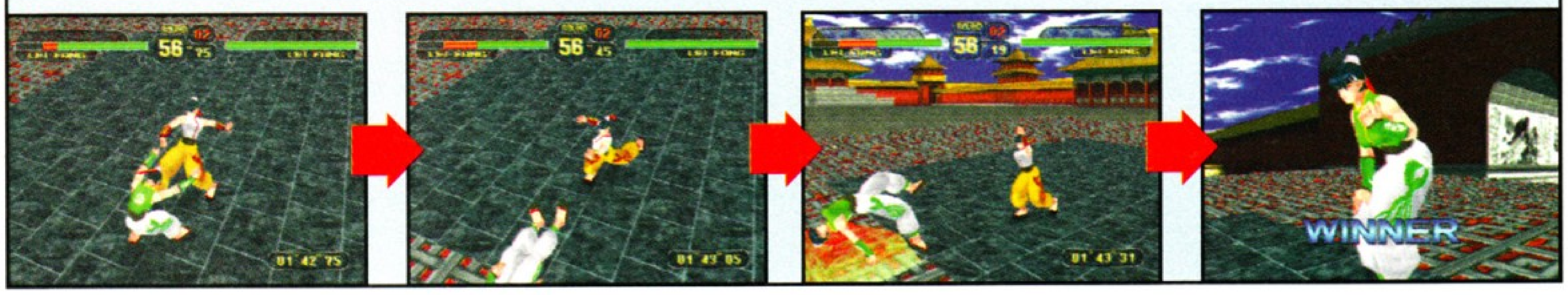
Finish a combo with a push into the Danger Zone and watch the sparks fly!

LEI-FANG



Country: China
Age: 19
Blood Type: B
Height: 167cm
Weight: 50kg
Fighting Style: Taikyoku-Ken
Occupation: Student
Likes: Apricot tofu
Hobbies: Karaoke
Stage: Palace Courtyard

Lei Fang is an impulsive little vixen, which is actually how she ended up in Missoula, Montana. She applied and was accepted to MSU's overseas scholarship program and before she knew it she found herself in this small Montana mountain-basin town. Her only regret is that her favourite hobby - karaoke - is an unheard-of pastime up here, where mountain climbing and kayaking are the norm. She stays busy between Dead or Alive matches, taking classes at the university, and teaching courses in the Chinese martial art of Taikyoku-Ken.



it's possible to drain an opponent's energy bar with just a few basic moves.

Of course this method is also employed by the CPU which will attempt to push unsuspecting players onto the Danger Zone before delivering a killing blow. Fortunately, it's possible to avoid an explosive defeat by simultaneously tapping Hold+Punch+Kick within the first few falling animation frames to land relatively unharmed.

MULTIPLE GAMEPLAY MODES

As well as Arcade and Versus modes, Dead or Alive also features a number of gameplay modes that were never included in the arcade game. These additional play modes will hone a player's abilities to a razor-sharp level, pit them against a constant barrage of opponents and grant access to the game's numerous secrets.

TIME ATTACK MODE

Race against the clock to achieve a top ranking score. Face off against every other character in the game (including multiple costumed versions of each fighter) and then attempt to smash your own score. Fastest times are permanently entered onto the high score table. Can you beat Team Ninja's awesome times?

SURVIVAL MODE

Similar to Time Attack mode but this time players begin each match with a reduced energy bar. By defeating each opponent it's possible to regain that lost energy and survive to fight another day. Unfortunately, regardless of gameplay settings, your opponents are predictably tough-as-nails. Therefore the Survival Mode is a great place to test your abilities and hone your talents against a killer fighter.



They're big, they're round, they're bouncing up and down! Kasumi gets 'em out... ... and keeps 'em out for the lads. Yeah, we like Dead or Alive alright.

ZACK



Country: USA
Age: 25
Blood Type: O
Height: 180cm
Weight: 78kg
Fighting Style: Muetai Kick Boxing
Occupation: DJ
Likes: Ice Cream
Hobbies: Billiards
Stage: Beachside

Zack was born in Blissfield, Michigan and being from such a remote mid-western town is probably what gave him his primary motivation to study martial arts. The 25 year-old considers Muetai just a hobby, even though he's already mastered the Thai-Style Boxing. A Pacifist, Zack spends one weekend a month volunteering as a "big brother" and his "little brothers" don't have a clue about Zack's DOA activities. This 172 pound lethal fighter doubles as a DJ/bouncer at a Toledo club, where he also holds reign as the city billiards champ.





JANN-LEE
Tekken fans will immediately recognise many of Jann-Lee's awesome Marshall Law-style moves and combos.



GEN-FU
DOA's answer to VF's Shun Di. A careful and calculating fighter, Gen-Fu is lethal in the hands of an expert.





SURVIVAL MODE
Think you've got what it takes to beat the best? Try Dead or Alive's rock-hard Survival Mode for a really thorough workout!



Last Bronx may have had weapons but Dead or Alive's characters have their own er... attributes.



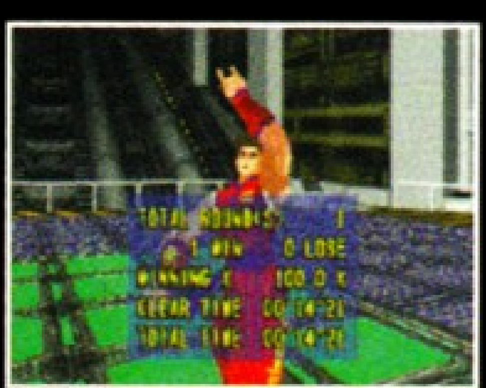






TRAINING MODE
Essential for mastering each character's moves and the more basic combos. Joypad commands are displayed at the bottom of the screen.





KUMITE MODE
Improve performance times and hit ratios. Not the most impressive gameplay option, but still worth tackling.

KUMITE MODE

Spanning 30, 50 or 100 rounds, the Kumite Mode enables players to analyse their overall game performance and improve the weaker areas. For instance, beating up an opponent in under 30 seconds might be pretty fast but it may be possible to reduce the number of blows required to achieve this. Likewise, weaker players will be able to improve their win percentages.

TRAINING MODE

A key feature of any decent beat 'em up, Dead or Alive's Training Mode is one of the best we've ever encountered. Players set the type of opponent they wish to face (sitting, standing, blocking - it's up to you) and access their character's particular moves list. Essential for working out combos in advance and testing gameplay theories, the Training Mode may also be the key to unlocking yet further secrets.

BURST MODE

It's possible to activate the Burst Mode once the game has been completed with any character. Each stage is now a Danger Zone with no safe areas for players to stand on.

GAME CONFIG.

Select game level, size of life gauges, round time and control set-up. Also provides access to the game's most bizarre feature and one that seems completely pointless considering Dead or Alive's obvious appeal: you can switch the bouncing breasts on or off. Why?!









GEN-FU



Country: China
Age: 65
Blood Type: A
Height: 170cm
Weight: 78kg
Fighting Style: Shin-i Rokugo-Ken
Occupation: Used book dealer
Likes: Tofu
Hobbies: Ink-painting
Stage: Courtyard

Gen-Fu (or 'Sen-sei' as the younger members of DOA call him) came to the States from his native China in 1976. Gen-Fu barely made his escape before his cohorts were caught and imprisoned under the misnomer "gang of four." As his nickname suggests, Gen-Fu is a master: he began studying the traditional Chinese martial art "Shin-i Rokugo-Ken" at the age of four. Now a ripe old 65, Gen-Fu's neighbours would never suspect his secrets. They know him only as "the elderly Asian guy with the accent that runs the antique book store on Montrose."

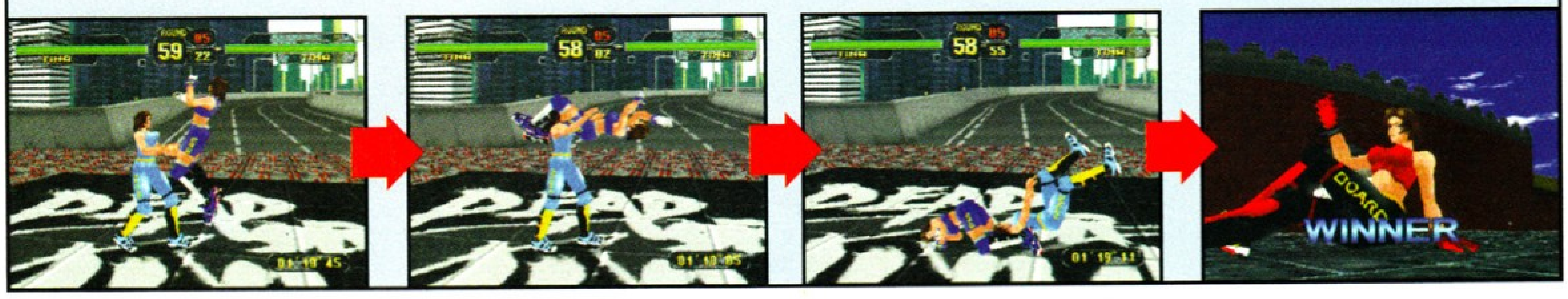


TINA



Country: USA
Age: 22
Blood Type: O
Height: 169cm
Weight: 59kg
Fighting Style: Pro-Wrestling
Occupation: Pro-Wrestler
Likes: Seafood
Hobbies: Fighting Games, Cycling
Stage: Mid-construction Freeway

This blue-eyed beauty is no typical American woman. Tina isn't typical because she has in fact been a pro-wrestler since high school and is now one of DOA's most feared competitors. Tina shares an apartment with her chubby little black cat, Egger, where she lives, breathes and eats fighting. Between matches she fantasises about her favourite sport with the help of her unparalleled collection of fighting games from around the world. Tina is no typical American woman: she's a lethal fighter to be reckoned with...



EXTRA CONFIG.

It's initially impossible for players to select this option. Presented as a "????" option on the main menu screen, the Extra Config. mode is the first secret that players will unveil. However, this option only opens up once the game has been completed for the first time. Selecting this option reveals six hidden secrets to play around with. We don't want to spoil all the surprises just yet but so far we've managed to access two options allowing you to alter the size of the ring and size of the Danger Zone. Big head mode anyone? (Let's hope not - Rich)

REPLAYS

After each round, the CPU controlled camera treats players to an amazing glitch-free replay of the fight's final seconds. Particularly impressive finishing attacks are presented as multiple angle affairs with the final blow repeated over and over.





LET ME GET MY HANDS ON YOUR MAMMARY GLANDS!

Oh yes, the breasts. Well yes, they are impressive indeed. Guaranteed to offend sexists everywhere, Dead or Alive's female characters are in a class of their own. Putting even the Last Bronx babes and Lara Croft to shame, the lovely Kasumi, Lei-Fang and Tina are a sight to behold. Easily capable of holding their own against



BAYMAN



Country: Russia
Age: 31
Blood Type: B
Height: 182cm
Weight: 105kg
Fighting Style: Commando Sambo
Occupation: Assassin
Likes: Beef stew
Hobbies: Knife collecting, chess
Stage: Aircraft Carrier

A history scholar and aspiring diplomat, this 31 year-old got his first taste of the seamy side of life after the break-up of the former Soviet Union and never looked back. Bayman was trained by the Russian military in commando-style fighting, and served as a special agent until the day he made one fatal mistake involving the daughter of a high-ranking Kremlin minister. He was banished from the special forces forever and exiled to Brighton Beach, New York. Now supporting himself as a professional assassin, Bayman lives in an apartment in with his Doberman.





SECRET COSTUMES

Complete Dead or Alive's Extra Hard mode and you'll be rewarded with additional character costumes. Some of these outfits are completely outrageous!



EXTRA CONFIG.

Complete the game once to open up the "????" mode. There are six secret features to unveil and we'll bring you the full list of cool options next month.

DANGER ZONE!!



VTR REPLAY
Press H+K before the round replay (after winning a round) and an icon appears in the bottom-right corner Press Punch to rewind the replay. Can only be used once per game.

DANGER ZONE!!



CARTOON CHARACTER HEADS
Pressing Pause in any mode results in each character's cute cartoon head appearing on-screen. Collect them all!







the game's macho male fighters, these battling beauties are the proud owners of what can only be referred to as the biggest, bountiful breasts we've ever gawped at. And gawped we have. As Dead or Alive comes on, so the mob gathers. Led by the lecherous Lee Nutter, the sounds of battle are drowned out by shouts of "Look at the size of those knockers!" and "She's never wearing a sports bra!"

However, it's only when you see these tit-anic teats in motion that you realise that Tecmo must have spent the last year just working on the animation for these mammoth melons alone. If all this boob-related tomfoolery wasn't satisfying enough we'll now take a look at some of the game's raunchy and revealing secret costumes...

SECRET STUFF

When it comes to cool hidden features and smart secrets, Dead or Alive is in a league of its own. Fighters MegaMix and Mortal Kombat Trilogy may have the monopoly on secret characters but when it comes to extra outfits, Tecmo's title wins hands down. By completing the game in Extra Hard Mode with each character, players receive an additional costume. Finish the game with this set of



As Dead or Alive runs at a nippy 60 frames per second, players will be left gawping at the hundreds of super-smooth character moves.



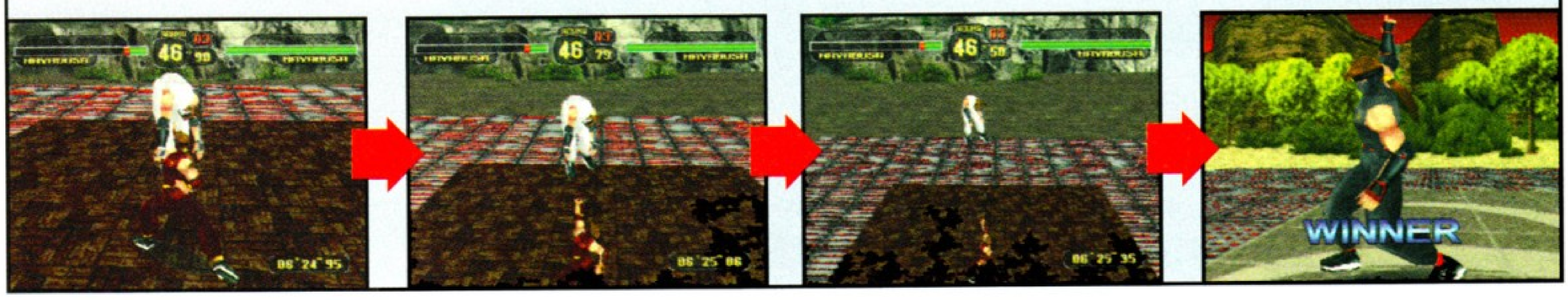
"Get your filthy hands off me ya perv!" Cutie-pie Kasumi teaches Zack that it's not polite to creep up on a lady unexpectedly.

RYU HAYABUSA



Country: Japan
Age: 23
Blood Type: A
Height: 177cm
Weight: 70kg
Fighting Style: Hayabusa-Ryu Ninjitsu
Occupation: Antique shop owner
Likes: Sushi
Hobbies: Mountain-climbing, Fishing
Stage: Mountain Valley

Ryu came to the states as a scholarship student, and still considers his move here as temporary. Even as a teenager he was unusually serious about life - he became a Ninja master when he was only 16. Now 23, Ryu teaches a ninjitsu style called "Hayabusa Ninjitsu" at his combination antique shop/doujou on Vine Street, Cincinnati. His physical strength comes from years of serious training as a rock climber back in his hometown of Ashikaga. A true perfectionist, what this diminutive Ninja lacks in brawn, he makes up for in speed and careful logic.

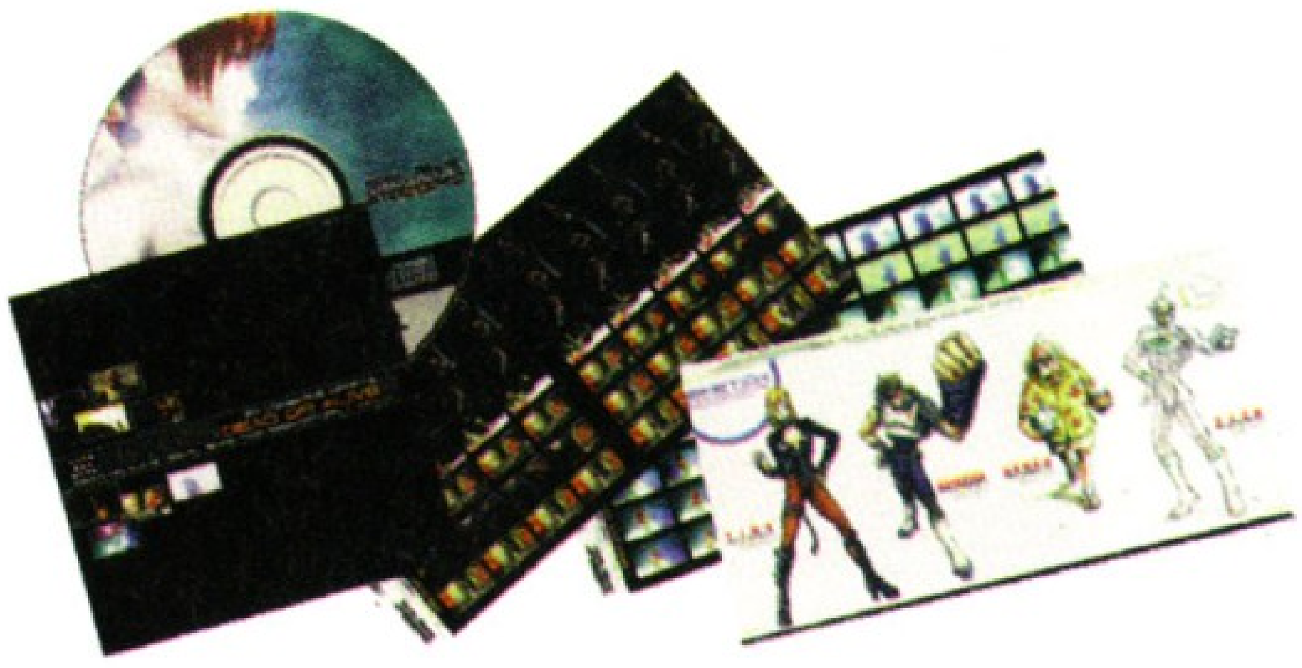


clothes and receive yet another. It's possible to repeat this process until you've obtained a wacking 52 character outfits! What's more, the ladies are blessed with the raunchiest wardrobes we've ever seen in a video game. We're talking French maid outfits, catsuits, bunny girl cossies and beach wear that's frankly bordering on the illegal. Not that we're complaining though.

Further secrets will be revealed in future issues but so far we've managed to access a few of the Extra Config options, can now play as the game's final boss and have been treated to a number of alternative endings.

JAPANESE DELUXE PACK

The Japanese version of Dead or Alive was unleashed on Saturn owners in early October and our sources state that Tecmo's top title is literally flying off the shelves. As with most Japanese video game releases, Dead or Alive comes as both a standard jewel-cased disc as well as a limited edition collectors pack. The second version is a real treat for DOA fans as it features cool packaging, the inclusion of a stunning art book and even a sheet of nifty character stickers!





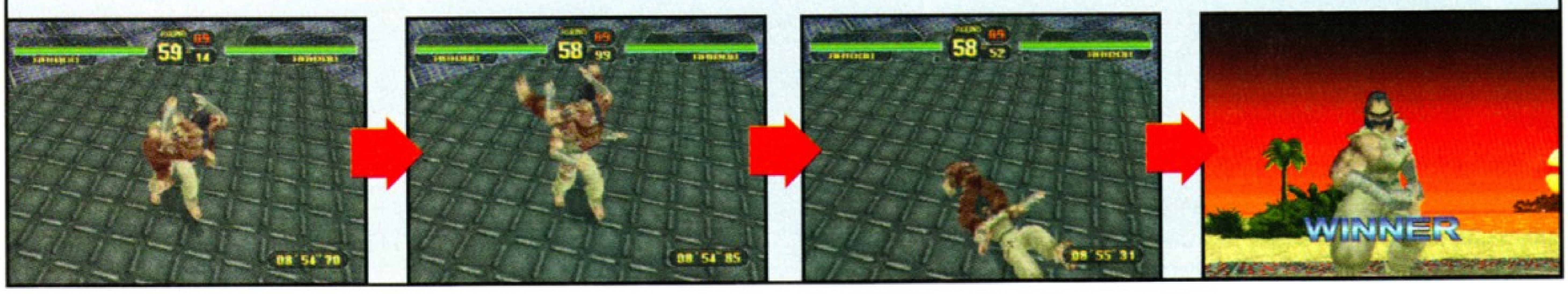
With Acclaim having given the Saturn the cold shoulder, it's a safe bet that Sega Europe will be picking up Dead or Alive for a pre-Christmas release. Woo-hoo!

RAIDOU: THE FINAL CHALLENGE!



Country: Japan
Age: 48
Blood Type: AB
Height: 181cm
Weight: 78kg
Fighting Style: Mugen-Tenshin-Ryu Karate
Occupation: None
Likes: Roast Boar
Hobbies: Secret Arts
Stage: Secret Lab

His past shrouded in secrecy, Raidou is rumoured to be the ultimate fighter. Sources say he began his life as a peaceful Tibetan monk but was kidnapped and brain-washed by a powerful criminal organisation. However, the truth is even more sinister than any of the Dead or Alive combatants could possibly imagine. Various experimental drugs and illegal surgery have warped Raidou's mind and body. What remains is pure aggression focused in two lethal fists. As the final fighter in the game, he represents a significant threat to all players...



DANGER ZONE!!



ALTERNATE COSTUMES

Press UP and DOWN to select each character's optional outfits. More costumes become available upon completing the game with each fighter a number of times.

DANGER ZONE!!



WIN POSE SELECTION

Press H+P, P+K or H+P+K during the round replay to select your character's alternate winning poses. A perfect win will give you a fourth pose.

DANGER ZONE!!



BURST MODE

Hold H+P+K before switching on your Saturn to activate the Burst Mode. The entire ring on each stage will now be one massive Danger Zone.

BY	SEGA
PRICE	£TBA
STYLE	RACING
PLAYERS	1-2
HARDWARE	ANALOGUE PAD
RELEASE	NOVEMBER

Sonic R



Yes, it's finished... and it's bloody brilliant! Bet you want a copy, eh? Well don't worry, as by the time you've read the next four pages, Sonic R may very well be in the shops. Hoorah!

X Since the birth of the Saturn it has been the case that the very best games for the system have emerged from within the secret labs at Sega of Japan. Not any more. In recent months, an albeit select number of dedicated third party developers have taken the Saturn to all-new levels of excellence. Why, this week alone we've taken delivery of three of the most mind-blowing games to date on any console, the incredible Quake, Dead or Alive and more specifically, Sonic R.

So what's the deal? Well, Sonic R is the first game featuring Sega's charismatic mascot to be programmed specifically for the Saturn, and as you may have surmised by now - it's a racing game. Created by the innovative genius of the Sonic Team and coded by top British developers Travellers Tales, the game has shown incredible promise since it was first unveiled at E3 in May. Now that we have a complete version of the game in our office, we can safely say that Sonic R lives up to that early promise... and so much more.

Readers who have been following our extensive coverage of Sonic's latest incarnation over the last few issues, are aware that the main allure of Sonic R is the mind-blowing graphics, which quite frankly are





▲ Sonic R is in the shops any day now. Buy ten copies!







▲ The fade-in scenery is truly astonishing, with no ugly pop-up whatsoever!



▲ The lighting effects in Sonic R are truly spectacular.

REVEALED: THE HIDDEN LEVEL!

We all know how great Travellers Tales' 3D engine is, of that there is no doubt. Previously revealed levels have demonstrated some incredible graphical feats, light-sourcing, reflective water, transparencies and so forth, but nothing could prepare us for the incredible hidden fifth track, the Radiant Emerald. Available to players once the standard four circuits have been completed in first position, the Radiant Emerald level is constructed entirely out of transparent polygons, allowing players to see right through the blinkin' track! Previously only developers such as Eidos and the Sonic Team have managed to create true transparent effects on the Saturn, but only in small doses. Travellers Tales have taken their unrivalled Saturn expertise to the limits - and the results speak for themselves. Make no mistake, Sonic R is an incredible leap forward in Saturn gaming and simply must be owned!





The Radiant Emerald track is clearly Travellers Tales' take on Mario Kart 64's Rainbow Road circuit, but the effect is far superior. Oh yes.







▲ The Resort Island course is similar to the Green Hill Zone.



some of the finest we've ever seen. Travellers Tales' 3D engine seemingly knows no bounds, with a vast array of graphical frippery in evidence, quite unlike anything witnessed on the Saturn to date (or the PlayStation for that matter). Each of the five different "worlds" are simply breathtaking, exhibiting painstakingly detailed 3D environments, densely packed scenery, seamless and colourful textures, the revolutionary fade-in depth-cuing, dynamic lighting, translucent and reflective effects all running at the Rally-standard 30 frames per second. A remarkable achievement when you consider the vast amount of polygons that have been stuffed into the game, giving it a very solid look. More astounding is the fact that Travellers Tales have managed to retain all of these fantastic elements for the incredible split-screen two-player game with no noticeable loss in track side detail, but more on the two-player later.

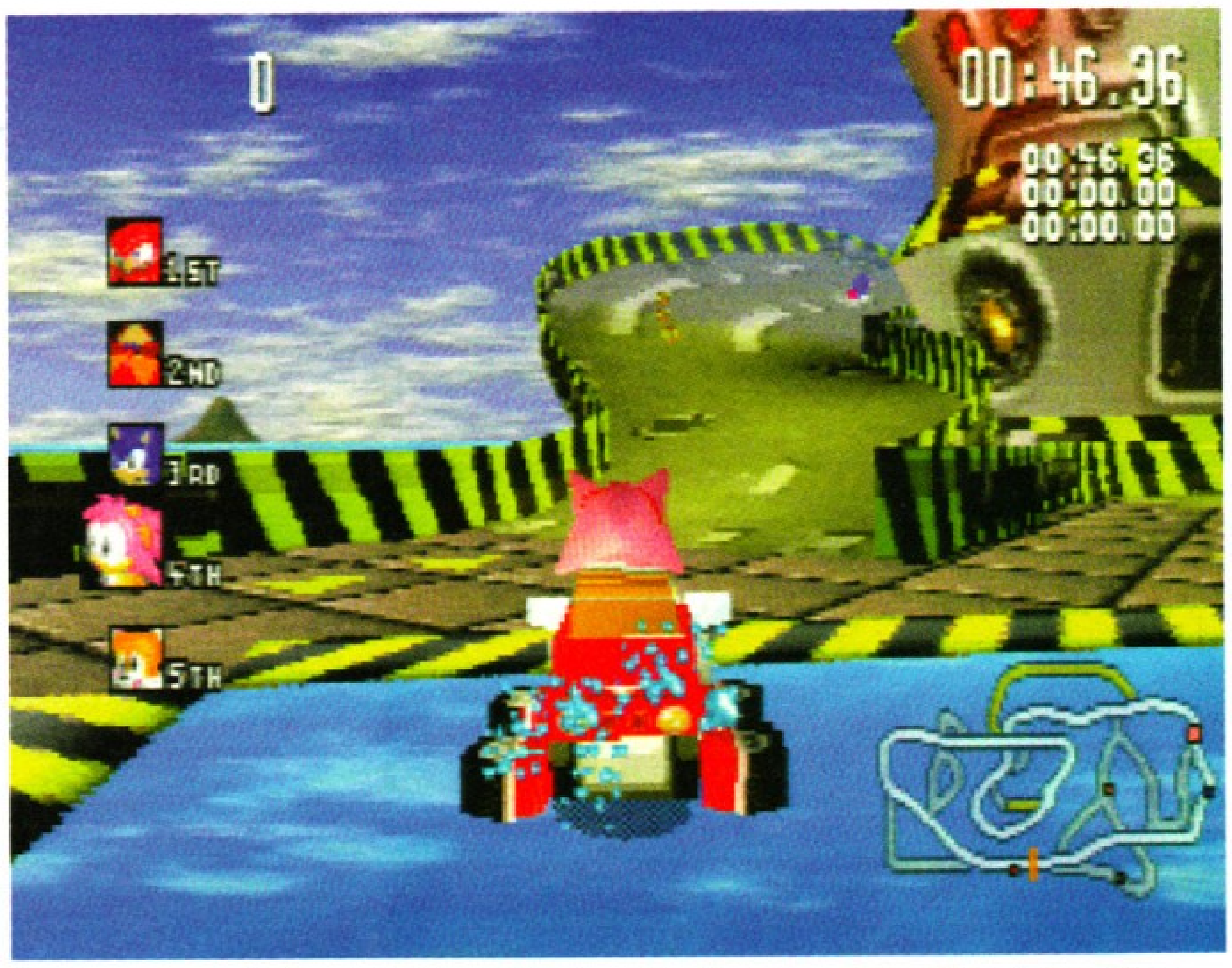
> The main allure of Sonic R is clearly its **mind-blowing graphics,** which are frankly some of the finest we've ever seen!

Once players have recovered from the initial shock of the sheer quality of the graphics, and believe me - it takes some time, it becomes apparent that the gameplay is no slouch either. With five characters initially available, five massive circuits to race around >>





▲ The Regal Ruins circuit is one of the most graphically stunning to appear in Sonic R.



▲ To compensate for her lack of speed, Amy's car is able to hover across the water sections.





>>



and several gameplay variations in the form of the self-explanatory grand prix, time attack and incredible two-player mode, there's certainly plenty of variety to be found in Sonic R. But more importantly, Sonic R actually plays and feels like a Sonic game, something which was sadly lacking in Travellers Tales' previous Sonic title. As with the classic 16-bit originals, the temptation at first is to leg it through each of the levels in a time trial-like way. But as with the Sonic Team's previous Saturn success - NiGHTS, finishing each of the courses in first position is only a fraction of what Sonic R has to offer. Once players become more familiar with the control method and complex lay-out of the multiple-route circuits, far more fun is to be gleamed from the massive exploration element the Sonic Team were keen to include. Deviate from the circuit and players can roam freely around the luscious 3D environment, accessing locked sections of the track, discovering secret power-ups, finding short-cuts, collecting rings, gold coins and the usual Chaos Emeralds located in each world. There's literally tons of stuff to discover, more than we have space to go into detail on in these four pages.

But whilst the graphics and gameplay are top-notch, a storm of controversy surrounds the accompanying music. Sega Europe's Richard Jacques is the man responsible for the tunes and sound effects, and has come in for a bit of a slagging on the Internet

[Sonic R is a game which remains true to its 16 bit roots, whilst pushing the limits of the Saturn's 32-bit technology]

AWESOME TWO-PLAYER MODE!

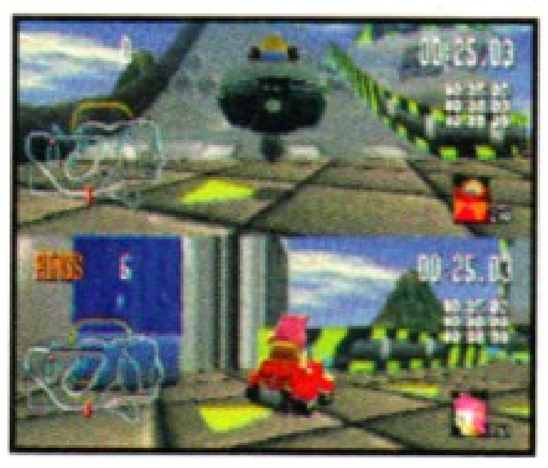
The centrepiece of Sonic R is without a doubt the incredible split-screen two-player mode. Travellers Tales have some how managed to retail ALL of the track side detail and special effect, whilst running at exactly the same speed as the single-player mode. We can't emphasis how remarkable this is, with the only visible difference being that the scenery mists into view slightly closer than in the standard game. But honestly, the difference is minute and it is guaranteed to blow you away! So how does it actually play? Well, with all the speed and fluidity of the single-player game retained, the head-to-head racing plays identically to a standard one-player game. But adding to the longevity somewhat, Travellers Tales have included a quest mode, whereby two players race around the vast 3D world in an attempt to locate the five hidden balloons first. This plays similarly to the quest mode from the "world" bit of Sonic Jam, and adds some longevity to what could have been a rather limited two-player mode. Is there no end to this game's greatness?



1. No loss of detail is apparent on any of the courses.
2. All the stunning special effects remain intact.









▲ The range of graphical effects Travellers Tales have incorporated into Sonic R is simply breathtaking. Dynamic lighting and reflective water effects, fade-in depth cuing and true transparencies, the likes of which Saturn owners have never seen before.











◀ Sonic R is initially quite confusing, given the complex nature of the courses. Help is at hand though, with the addition of a map, but have you seen it? It looks like a ball of spaghetti!

▲ Secret characters? You betcha! Sonic, Tails, Knuckles and Sonic's arch-nemesis Dr Robotnik each have a robotic alter ego for players to discover. Though we don't want to give too much away at this point, players who collect the five gold coins on each circuit shouldn't be disappointed (hint).



▲ Sonic R has one of the best 3D Saturn engines we've ever seen, which is why it's a crying shame that Travellers Tales have no intention of putting it to further use themselves, or licensing it out to other developers. Just think what could have been achieved if programmers with this level of expertise had been allowed to produce the recent Touring Car conversion. Sigh.



▲ As the fastest character in the game, Sonic is initially tricky to get to grips with.



recently for the addition of vocals (at the personal request of Yuji Naka). Now, whilst I can't profess to be a particular fan of dance music, the tunes are all pretty cool (better than most chart stuff if truth be known, have you heard that Barbie Girl song?). But if the vocals do get on your nerves, Richard has specially remixed some instrumental versions to appease everyone.

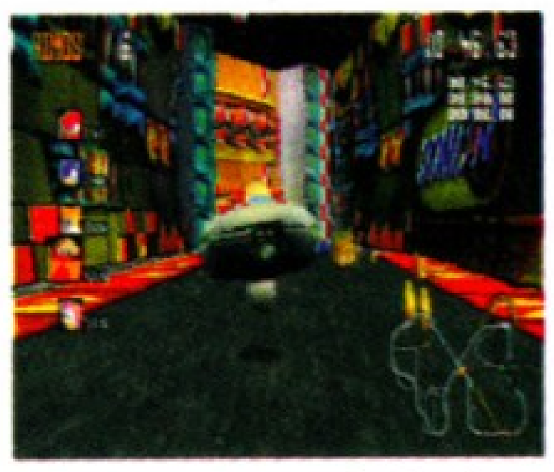


So what's the verdict? Well, as if you couldn't guess, we love Sonic R here at SSM. Though initially confusing, as was Mario's transition into a 3D environment, the incredible speed, fluidity and familiar Sonic gameplay which were prevalent in the classic Megadrive series have been retained for Sonic R, giving players an uncanny feeling of déja vu. Lump in the familiar control method and Sonic sound effects and we're left a with game which remains true to its 16-bit roots, whilst pushing the limits of the Saturn's 32-bit technology. My one gripe is that after waiting literally years for a proper Sonic game to arrive on the Saturn, five tracks don't really suffice, even with the reverse mode. Still, there's no denying that Sonic R has emerged as one of the greatest games on the Saturn to date. As possibly the grand finale for Sonic on Sega's 32-bit machine, Travellers Tales have certainly done him justice in this incredible game.

LEE NUTTER







▲ The fluid frame rate and seamless textures make Sonic R look more like a Nintendo 64 game!

◀ Sonic R's replay feature is one of the coolest new additions to the game, allowing players to view the entire race from the dramatic camera angles positioned around each of the circuits. Cool stuff!

GRAPHICS	Every trick in the book has been used to make the most visually outstanding racer on the Saturn to date. Simply awesome.	95%
SOUND	All the usual Sonic samples and some cool dance numbers, though the decision to feature vocals is cause for concern.	90%
PLAYABILITY	Initially tricky to get to grips with, but incredibly playable. The two-player mode stands out as being one of the finest ever!	92%
LASTABILITY	Finishing the game isn't too difficult. Finishing the game properly is. Tons of secret stuff ensures excellent lastability.	93%
OVERALL	Another incredible addition to the phenomenal Sonic series. Jaw-dropping graphics and classic Sonic Team gameplay combine to produce one of the best Saturn titles to date.	93%



BY	SEGA
PRICE	£39.99
STYLE	RACING
PLAYERS	1-2
HARDWARE	ANALOGUE PAD
RELEASE	NOVEMBER

Formula Karts

All of those millionaire Formula One drivers actually started their racing careers on the Go-kart circuit - fancy joining them? Of course you do! Playing Saturn Formula Karts is probably the closest us normal, everyday folk will ever get though...

The preview of Formula Karts that we featured in issue 24 was generous. Very generous, actually. At the time, the version of the game we had was so jerky and tough to play, that it looked like the review score would struggle to get into double figures, let alone keep us entertained for a few hours. The review copy of Formula Karts arrived with an air of fear and dread following it, but do you know what? The finished version is better...

Although the graphics probably look exactly the same in these pictures, you'll have to trust me when I tell you that the frame rate has been well and truly sorted. So much so that Formula Karts appears to be running at a slightly smoother pace than Sega's very own Touring Car conversion! The two-player mode is very good as well. Usually, compromises have to be made in order for the Saturn to get everything running twice, but Formula Karts is the first racing game I've seen where the visuals in the two-player game are exactly the same as they are in the one-player mode. Well, not exactly the same, because there's the split-screen to contend with, but you know what I mean. Just as smooth, no clipping problems and all that.

The track design is the reason for this. All of the twisty 90 degree turns make things a lot easier for the Saturn to handle, as there are hardly any occasions where the player can see more than about thirty virtual





▲ Super-smooth two-player action.



▲ Because the tracks are so short, there are always a few other karts on the track to race against, which makes Formula Karts a lot of fun.







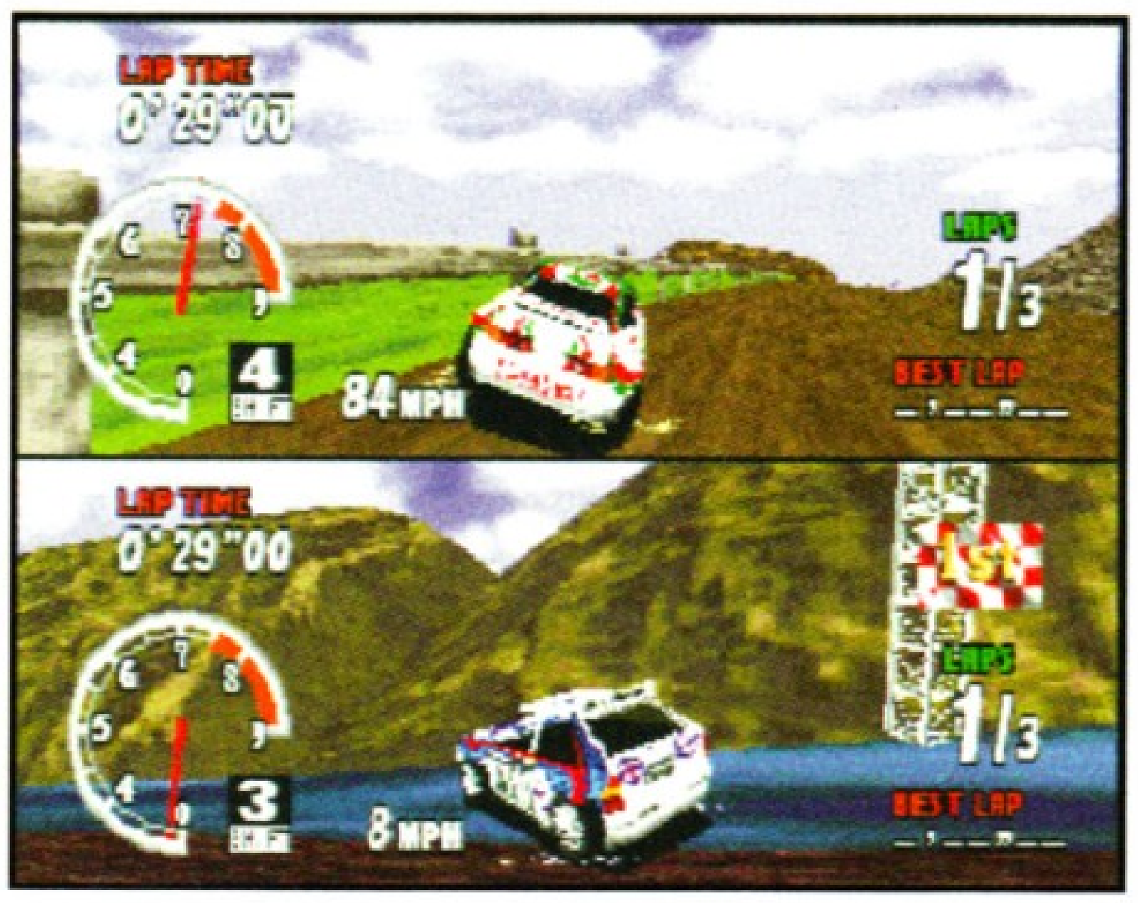
▲ The Japanese circuit is probably the best looking race track in the game.





THE OBVIOUS RALLY QUESTION

I know what you're thinking, and you know what I'm going to say. The answer is no. I mean even Sega's very own Touring Car failed to get near, let alone be 'better' than Sega Rally, so there's obviously no way that Formula Karts could compare. So the next question is: "Is Formula Karts better than Touring Car?" Well, that's tougher to answer. We weren't expecting much from Formula Karts, so it's actually a pleasant surprise that the finished game is pretty good. I've thoughtfully prepared a separate box over in the top-right corner of the review covering the very tricky Touring Car situation.









▲ The view from behind the kart may look impressive, but because of the way the camera swoops and spins whenever the kart takes a sharp corner, it's probably best to play using the in-car view (right). It plays well from this angle and looks pretty good as well, don't you think?

BETTER THAN TOURING CAR THEN?

Somehow I knew you were going to ask that. Formula Karts is about as far removed from Touring Car as a race game can be (diametrically opposed, language fans). For starters, the tracks are much shorter, with an average FK lap taking under 30 seconds to complete. And because the tracks are so short, the game is basically one sharp corner after another, making for a very different experience, and one where there's very little time to build up speed and relax. The Karts handle in a completely different way as well - the little vehicles spin and slide all over the place, seemingly oblivious to the player's frantic attempts at joypad control. So in summary, Formula Karts and Touring Car are completely different, but also exactly the same. The same because they're both 'quite' good, but not really the kind of outstanding software that we expect from the Saturn these days. There's only one racer reviewed in this month's mag that's an essential purchase - the outstanding Sonic R. If you can find a shop that rents Saturn games, give Formula Karts a go for a while though. It's the same as Touring Car - only different, if you know what I mean.



▲ Touring Car is a decent attempt at a racing game...



▲ ...as is Formula Karts. Neither come close to Sega Rally though.

[Saturn Formula Karts is actually a pretty decent game, but the slightly tricky controls stops it being a 'must have' title]

yards down the track. The presentation is good as well - eight tracks, lots of different teams to race for, plenty of options and even the promise of a hidden extra circuit means Formula Karts should definitely keep wannabe Formula One racers entertained. So considering all these facts, Formula Karts must be a cracking game then?

Well, it's okay. The only problem with the game is the way the karts handle during races. The slightest touch on the joypad sends your kart careering into a 90 degree turn, and when the tracks are as twisty and turny as they are in Formula Karts, it really takes an effort to avoid bumping into every single corner on the track. The camera angle doesn't help either - the way it drastically swings from side-to-side can really put the players off their game.

These are fairly minor niggles, but any race game released has to contend with The Master - Sega Rally. It's not really fair to compare the two, but I'll do it anyway - it's not as good. It is a different racing experience though - try before you buy, you might like it.

GARY CUTLACK







▲ There's a fly-by tour of each track that appears at the end of the race, and gives a great view of the detailed tracks.

GRAPHICS	No clipping problems whatsoever and a more-than respectable frame rate. Everything seems a little bit blocky though.	**79%**
SOUND	Most enjoyable house tunes play while-u-race, but the awful engine sound will drill into your skull and drive you mad.	**75%**
PLAYABILITY	The karts are very delicate and annoyingly skid all over the place, but isn't that how go-karts handle in real life?	**80%**
LASTABILITY	You can't go wrong with eight tracks, even if they're all very short. The enjoyable two-player mode will last for ages.	**85%**
OVERALL	After the dodgy preview version and the ropey Touring Car, this finished copy of Formula Karts gave us a surprise - it's actually pretty good! But it's NAGASR (Not As Good As Sega Rally).	**80%**



BY	SEGA
PRICE	£TBA
STYLE	DRIVING
PLAYERS	1-2
HARDWARE	ANALOGUE PAD
RELEASE	OUT NOW!

Sega Touring Car Championship

As possibly the most eagerly awaited arcade-to-Saturn conversion of the year, Sega Touring Car Championship arrives with the promise of being the Sega Rally-beater Saturn owners are long overdue. But haven't we heard that somewhere before?



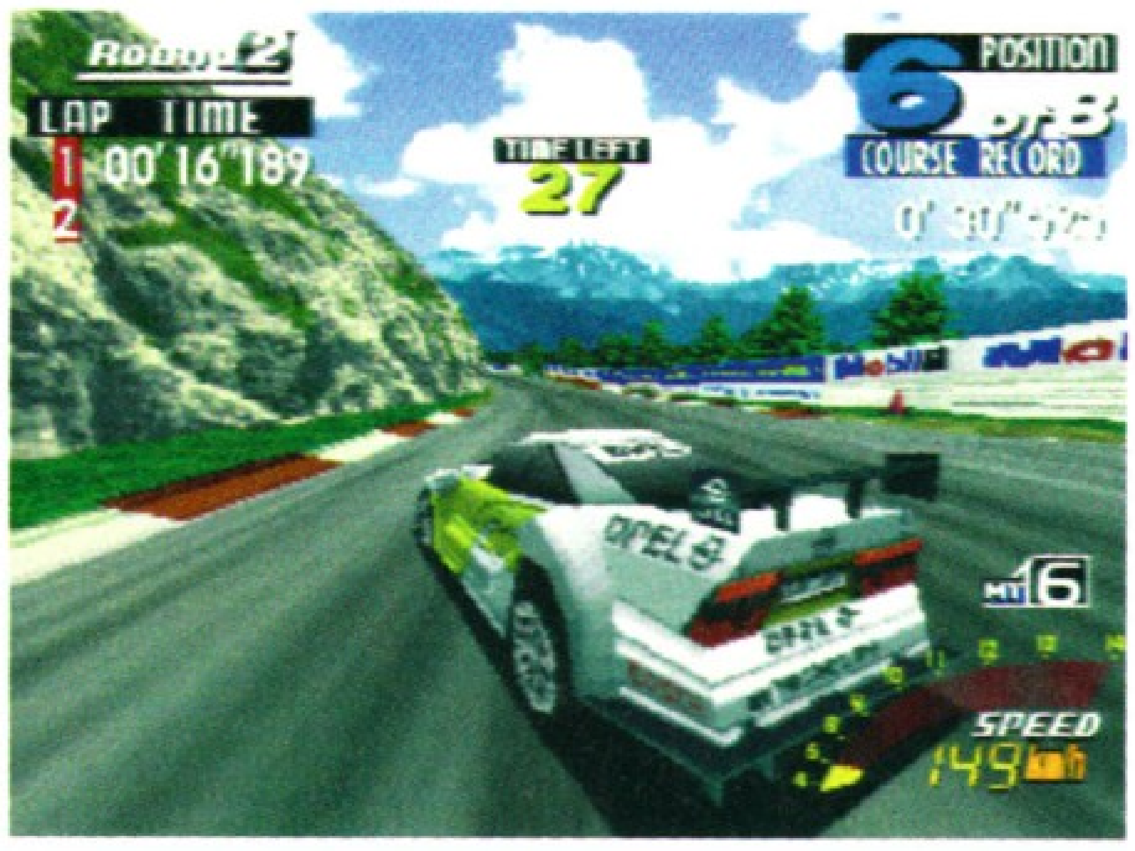
▲ The pit-stops aren't really needed in the standard game, but come in handy for the longer Grand Prix races.

We'll be the first to admit that our enthusiasm at times gets the better of us. It's not our fault, we're just passionate about our work and Sega games alike. So when we received a very early version of Sega Touring Car Championship many months ago, our excitement reached fever pitch. Yeah, there were a few niggling irritations in the early version of the game, sluggish frame rate, unresponsive controls, generally glitchy graphics and so on, but hey, at that point Touring Car was only 40% complete. Months of programming lay ahead for the respected development team, plenty of time we thought, to iron out the aforementioned flaws. After all, Sega aren't about to disappoint their legions of dedicated fans by releasing a racer that fails to live up to expectations, are they?

Well, unfortunately, that's just what has happened. Those expecting a Sega Rally-beater are in for a big disappointment, as Touring Car is possibly the weakest arcade-to-Saturn conversion to date, bar the godawful Sky Target. Yeah, I know we hyped STTC up considerably in the months approaching its completion, but we were led to believe the programmers were busily working away on redressing the criticisms we had levelled at the pre-production versions. Not so - and believe me when I say that we're as disappointed about it as you guys.

So what's wrong? Well to begin with, the frame rate is abysmal. What appears to have happened is that the programmers have taken all the detail from the mightily impressive Model 2 coin-op and stuffed it into the Saturn conversion. This







▲ Ahhh... the handling of the vehicles is most frustrating!

TURN ON, TUNE IN, DROP OUT!

One immediately off-putting aspect of Sega Touring Car Championship is the "realistic" handling of each of the high-powered production vehicles, which invariably has players ricocheting from one side of the track to the other. Frankly, if real touring cars handled like that, the ensuing crashes would make Saturday afternoon's Grandstand a damn-sight more entertaining. Nevertheless, this is where the custom car option comes into play, allowing drivers to tamper with certain aspects of their chosen jalopy to suit their individual driving style. From the steering severity to tyre compounds, suspension and braking, adjusting each drastically affects the overall performance of your vehicle, potentially shaving thousands of a second off lap times. Now, whilst this option wasn't really necessary in Sega Rally, given that each of the cars handled superbly to begin with, it really is a life-saving option in Touring Car. A little tweak here, a little tweak there - and hey presto! No more slewing into barriers uncontrollably, or flipping out wildly at the slightest undulation in the tarmac. Cool... but only just.







▲ One of the few redeeming features of Touring Car is the awesome speed the game runs at. Oh, yes.





▲ Three of the four production vehicles initially available have cool alternative paint jobs.



▲ The replay option demonstrates just how beautifully drawn each of the vehicles really is.

means that each of the initial four courses are staggeringly accurate representations of their arcade counterparts, featuring all the densely packed scenery, huge track side architecture and even the processor-intensive rear-view mirror - a first for a Saturn racer. A good thing too you may be thinking - and I'm willing to concede that this makes for some pretty spectacular screen shots dotted around these pages. But the vast amount of detail has put a strangle-hold on the Saturn's internal processors, slowing the screen update down to an unbearably sedate 20 frames per second, making for an incredibly jerky racing experience.

[Those expecting a Rally-beater are in for a disappointment, as Touring Car is the weakest Model 2 conversion yet]

This is made considerably worse by the distinct lack of visual refinement in Touring Car. Polygon glitching is a regular occurrence, with shadows appearing and disappearing at random and there's some terrible polygon warping on the track, especially when adopting the in-car perspective. This is compounded by some poor texturing which gives the game a very "rough" look, a far cry from the hi-res and seamless textures of the visually astounding Sonic R. But what irritates me most is that none





▲ All the impressive architecture from the coin-op has made it into the Saturn version.



▲ The rough textures and polygon glitching contribute to the shabby appearance of STCC.



▲ Ah, that'll be the all-new Saturn track then.



▲ The in-car perspective moves at an uncontrollable pace.



▲ Going under a bridge and things begin to get j-e-r-k-y!







▲ The level of detail on the cars is most impressive.

of the graphical cock-ups I've already mentioned are evident in the two-year old Sega Rally! Now, considering the vast advances made in exploiting the true potential of the Saturn's hardware (to which Quake and Sonic R are testament), this really is totally unacceptable. What it basically boils down to is sloppy programming - pure and simple. As a small compensatory factor though, the PAL conversion is one of the best I've ever seen, with all the speed and full screen display of the NTSC versions retained. But when the game looks like a dog's dinner - who cares?

More worthy of praise however, is the gameplay. As is demanded for the home console market, Sega of Japan has crammed in all the usual over-the-top gameplay variations and additional secrets to ensure that the Saturn incarnation of Touring Car is a lasting home experience. Aside from the straightforward arcade mode, players can now look forward to the all-new Saturn mode, replete with championship, grand prix, time attack, exhibition, ghost mode, customisable car option and a pretty decent two-player mode. Cool.

The problem players will almost certainly encounter though, is that like its arcade brethren, the game's learning curve is just too damn steep. This stems from the unfeasibly tricky handling of the vehicles, with the cars exhibiting large amounts of oversteer

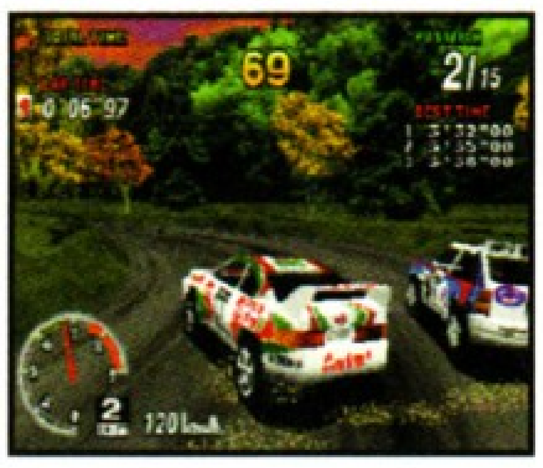
DECISIONS, DECISIONS...

With Sega's well-established tradition of converting all their major Model 2 coin-ops over to the Saturn, naturally there are quite a few decent racing games available. So which titles get the golden handshake and which get the golden shower? Here's where you find out.

MANX TT 91%
With graphics approximate to those of Sega Rally, though running at a much faster lick of speed, Manx TT does an excellent job of recreating the awesome Model 2 coin-op. The issue of lastability does enter into the equation, with only two tracks initially available, though the reverse and mirror modes add to the longevity somewhat. Awesome stuff.

SEGA RALLY 97%
Quite simply the best racing game on any console to date. Whilst similar titles on rival platforms may boast superior graphics (and only just), they fail spectacularly in attempting to emulate Rally's incredible gameplay. Beating SSM's Gary in Rally's awesome two-player mode is the most fun to be had with your clothes on. Everyone MUST own this game!

DAYTONA CCE 90%
Certainly not the Daytona conversion that Saturn owners longed for, but a fine racer nevertheless. Greatly improved graphics, a smoother frame rate, a two-player mode and all-new tracks and vehicles mean there's certainly plenty of variety in Daytona CCE. Still, why the hell did they take the original cars, handling and music, eh? Answer me that Sega!





▲ If only the programmers of Touring Car had used the Rally engine, it could have been a serious contender.

TOURING CAR 79%
A shadow of its arcade self, Touring Car ranks as one of the worst arcade-to-Saturn conversions we've ever seen. Whilst plenty of gameplay variations and secrets have been crammed in, the terrible frame rate, glitchy graphics and difficult handling make this one to be avoided. If Touring Car was on your list for Santa this Christmas, I'd cross it off post-haste.













and understeer. The result is that even after hours of dedicated gameplay, you never feel completely in control of your vehicle, with an element of luck apparently playing a key role in determining your success. Precision control is made a tad simpler when using the analogue pad, allowing for smoother turning and so forth, but even so, the car handling is finicky to say the least.

[If Sega Touring Car Championship was on your list for Santa this Christmas, I'd cross it off post-haste]

As you've no doubt gleamed by now, we came away very disappointed with Sega Touring Car Championship. It defies logic that in the face of stiffening competition from Sony and Nintendo, that Sega would want to release such a poor Model 2 conversion, especially under the banner of one of this year's big Christmas games. The jerky frame update, glitchy graphics and unpredictable car handling culminate in a most disappointing racing experience. I would however, like to take this opportunity to emphasise what a great game Sega Rally is. A quick compare and contrast exercise over the weekend with both titles, rejuvenated my interest in Sega Rally - and I haven't put it down since.

LEE NUTTER





▲ Slewing into the barriers is a regular occurrence.



▲ What Sega game would be complete without secret cars?



▲ Analogue control is essential for those nasty bends.

GRAPHICS	Superbly detailed and "solid" graphics are let down badly by a poor frame rate and some irritating polygon glitching.	80%
SOUND	Some excellent throaty engine samples, but the techno tunes are a tad irritating after a while.	85%
PLAYABILITY	Mildly playable racing antics, but the lacklustre frame rate and ugly glitching detract from the enjoyment of the game.	75%
LASTABILITY	Tons of different racing modes, secret stuff and a decent two-player, but you'll soon be reaching for Sega Rally.	82%
OVERALL	Touring Car has consummately failed to live up to its early promise, being one of the most disappointing Model 2 conversions to date. Oh well, there's always Sonic R...	79%



BY	WARP / SEGA
PRICE	£49.99
STYLE	ACTION / ADVENTURE
PLAYERS	1
HARDWARE	N/A
RELEASE	DECEMBER

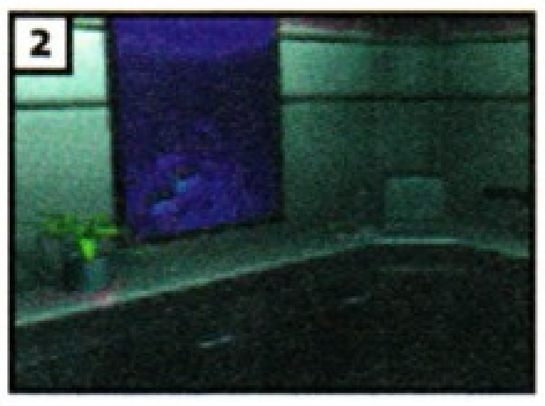
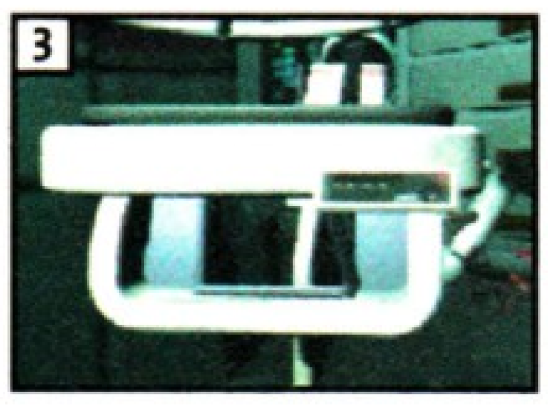
Enemy Zero

Aliens. Space. Explosions. Death. Girls. Enemy Zero seems to have all of the elements required to become a smash game these days, but is there such a thing as an interesting 'Interactive Movie'?

THE WORLD ACCORDING TO LAURA

Here's a little sequence of pics that show how the video clips link together: (1) We start the game in Laura's quarters. (2) Pressing left shows us one corner of her room. (3) Pressing right shows us the computer. (4) Pressing forward takes Laura closer to the computer console, and she activates it. All in glorious FMV, and all nice and smoothly linked together. Lovely.

1

2

3

4




▲ Bumping her head is the least of Laura's problems - getting it chomped off by an alien is much more likely!

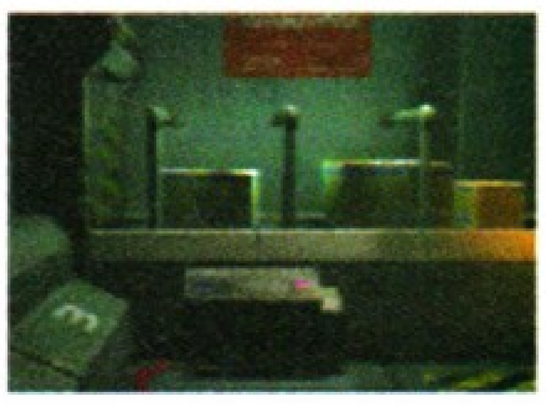
Last month's preview saw us getting a bit excited about Enemy Zero, mainly because of the startling discovery that the game has an outstanding into, some incredible FMV sequences of the action, featuring of course, a naked girl. We obviously don't get to see many naked girls in real life, hence that rather over enthusiastic preview. But we're in review territory now, and you need cold, hard facts this month. Facts like - how does it play?

Surprisingly, it's very good. Most of this is down to the clever way the FMV works - there's no stopping and starting between locations, because for every position Laura occupies there seems to be a video clip linking her to another position. Turn left, and the camera nicely pans around to the left, turn right and Laura's viewpoint smoothly moves over to the right, all in high quality FMV, and with no noticeable disc accessing at all! If you fancy examining an item up close - no problem, a clip will cut in showing Laura rifling through the drawers, or accessing the computer. If a door needs to be opened with an access card, players select the card and press a button, and watch as a clip of Laura swiping the card is played. Smart. The 3D corridors and rooms are all presented in great style as well, with the same design and look as the FMV, which easily makes Enemy Zero the best looking adventure game we've ever seen, but does it make for an interesting game?



Well that depends what you're after. We're not really big fans of 'thinking' games like this, but the sci-fi angle to the story and the excellent design makes Enemy Zero stand out. Running through tunnels, avoiding the invisible aliens that have taken control and trying to get the station back on line is a very tough task, and one that





▲ The quality of the FMV is outstanding, with well over an hour of clips.



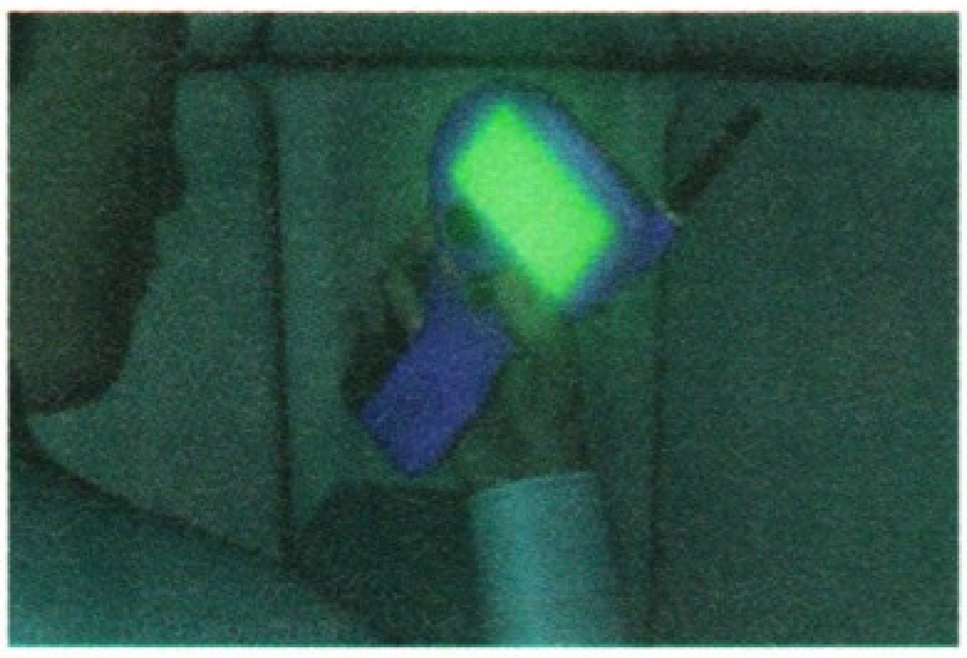
▲ Re-activating the ship's power supply.



▲ This nice pic is just one frame taken from a sequence. Imagine the amount of work put into this game...



▲ The elevator links the game's many sections.



▲ The battery-powered game save device.

BUT WILL I LIKE IT?

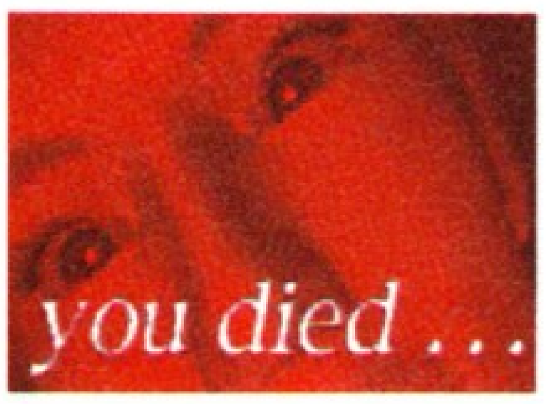
As you can tell by the score, we're pretty keen on Enemy Zero here at SSM, despite the fact that we're usually pretty harsh on these types of 'thinking' games. The reason Enemy Zero stands out is basically down to the incredibly complicated sci-fi plot, and the stunning attention to detail throughout the game. Players will discover more secrets about Laura as well as the normal mission, and the twisty-turny complicated sub-plots (about Laura's love-life and personal history) will keep sci-fi fans well entertained throughout, as we try to find out what's happening, and even what Laura herself is doing on the ship in the first place. Will you enjoy the game? Well, if games like Shining the Holy Ark seem a bit daunting, and you'd like something with a bit more substance than the usual fighting and racing games, Enemy Zero should easily fill that empty gap in your games collection. And it won't spoil your dinner!



will challenge even our brainiest readers. To start with, players are limited to exploring one level of one section of the ship, but once Laura has found the security card which allows access to the elevator, much more of the ship is revealed. And what a lovely ship it is too - it's quite astounding how much effort has been put into these FMV sequences - every room is jam-packed with detail, and has many different viewpoints and scenes.

[Enemy Zero is definitely a man-sized challenge, and the impressive FMV and story make for an entertaining game]





There's also a choice of modes - easy and normal, with the easy mode giving a few extra clues, and increasing the performance of Laura's gun for a slightly easier ride. But it's the attention to detail and quality of presentation that makes Enemy Zero so impressive - and then there's also the massive challenge spread over three CDs (the game will come on four CDs - disc one contains the intro and combat training mode). Basically, if you're looking for a challenging game that will last for absolutely ages, and give you a few scares and headaches along the way, Enemy Zero does the business.

GARY CUTLACK



▲ This section of the tunnel links the lift shaft and the power generator. Listen very carefully for any sign of the aliens.

GRAPHICS	Outstanding FMV, but the window is a little on the small side. Everything has a great futuristic style, the 3D parts are cool.	87%
SOUND	Delicate little ambient tunes soothe players into the action, and a decent selection of sci-fi beeps and clangs are also present.	90%
PLAYABILITY	Tough to get into, and fighting those invisible aliens is a complete nightmare, but the mixture of FMV and 3D works well.	87%
LASTABILITY	A massive and very tough challenge set over four CD's makes Enemy Zero a huge game... if you're up for the challenge!	90%
OVERALL	Obviously not suited to all Saturn owners, but Enemy Zero is about as close to an 'Interactive Movie' as we're ever going to see, and the challenge really is man-sized. A very big man.	88%



BY	FOX INTERACTIVE
PRICE	£TBA
STYLE	3D PLATFORMER
PLAYERS	1
HARDWARE	ANALOGUE PAD
RELEASE	NOVEMBER

Croc



Bugger off Bandicoot and make way Mario, there's a new 3D platform star in town! Fox Interactive's leapin' lizard finally makes it to Saturn, but have they bitten off more than they can chew?







Regular SEGA SATURN MAGAZINE readers will be aware by now that we're already big fans of Croc. Developed by industry veterans Argonaut and picked up by the fantastic Fox Interactive, this rascally reptile has definitely earned a place in our hearts. Now you may have read reviews of the PlayStation version of Croc and decided that this title isn't up to scratch. Well, as we all know, fans of Sony's machine are a superficial lot who have certainly earned their nickname for being "graphic tarts." So while Croc may not be the most visually impressive console title around, it's charm and playability are elements that seem to have been mysteriously overlooked.

There were few Saturn games at this year's ECTS that managed to compete with the impressive crowd of onlookers gathered around Fox Interactive's Croc stand. With other booths boasting semi-naked women and floor-to-ceiling video walls, a game had to have a real edge in order to impress at this cut-throat show. Fortunately for the assembled punters, and Fox, Croc was an instant hit and it's obvious to see why. Developer Argonaut has taken the relatively new concept of 3D platformers (pioneered by Mario 64, but don't expect any comparisons here) created a cute title character and combined them with some of the coolest game ideas possible. It's certainly not original, but for Fox's first non-licensed videogame, the results are quite impressive.

Croc himself is an endearing little fella, packed to the gills with trademark moves and animation guaranteed to appeal to younger players. That's not to say that the game is targeted at kids, in fact Fox is





▲ Fox Interactive aim to make a big splash with Croc.

◀ Strange worlds and even stranger creatures await...

ANALOGUE ACTION

For many Saturn games, Sega's nifty analogue pad is merely employed as an afterthought and not as an essential tool for tackling certain situations. While NiGHTS is surely the greatest example of a game that must be played with an analogue controller, Croc also takes advantage of this superb piece of equipment. It is possible for players to use standard Saturn pads to play the game, but for precise movements and quick 360 degree glances, there's only one winner. Argonaut has clearly taken great care to maximise the use of the analogue pad and Croc is definitely a superior game because of it. The only downside to this feature soon becomes apparent when players attempt to run in a straight line for prolonged periods. A short dash is no problem, but try and move quickly on a revolving 3D log whilst dodging fireballs and you're in a world of trouble. Unfortunately this is a problem that all recent 3D analogue-controlled platformers have suffered from, with super-responsive pads proving perfect for spot-on movements and lousy for simple sprinting sessions.







Argonaut has crafted a unique title that proves the Saturn is more than capable of producing colourful 3D environments.







▲ What's big and pink and pops out of dark tunnels? Answers on a postcard to the usual address folks...




▲ I've got the key! Locate hidden items to unlock cages and rescue Gobbos. Extra lives and power-ups also await.



▲ Flibby the Ladybug dukes it out with Croc at the end of the first level. Each boss has its own attack pattern.



▲ Negotiating platforms is tricky with the analogue pad.



keen to point out that they hope Croc has real universal appeal with older gamers hopefully appreciating the exploration and puzzle-solving elements of the title. While it's clear that Fox is trying to reach as wide a range of Saturn owners as possible, more mature gamers may well be put off by Croc's cartoonish qualities and stripped down visuals. Adding fuel to the fire is the promise of a Croc animated show, t-shirts and toys and it's clear that a merchandising monster of Earthworm Jim proportions may have been created. Still, it's the game itself that will have started the ball rolling and thanks to Argonaut, Fox should have a winner on its hands.

[Croc himself is an endearing little fella, packed to the gills with trademark moves and animation]

So how does this 3D platformer differ from traditional 2D offerings? Well for starters, Croc's six main worlds are solid, realistic environments just begging to be explored and, thanks to the game's










▲ The solid colour crystals provide access to the game's hidden levels and secret rooms. Collect all five gems.

◀ Croc uses various methods of transportation from balloons and jellys to remote platforms and animals.



▲ The level of detail in Croc's 3D worlds is impressive.



▲ You'll need fast reflexes to beat Baron Dante's drones.





▲ Mini-movies herald the arrival of the game's end-of-level guardians. Get ready, these guys are tough!





▲ To use the handy remote camera, hold the Y button down and move the D-pad.

analogue pad compatibility, that's exactly what's going to initially draw players in. Croc himself is capable of some pretty basic moves (running, jumping, side-stepping) but Argonaut has also given its grinning green guy the ability to quickly scale sheer walls, grab balloons for transportation and tail-whip bad guys. Of course you can also bottom-bounce any foes you encounter but getting the timing just right is often a little tricky. And speaking of enemies, Croc encounters a whole heap of them right from the word 'go!' Red devils, speed demons, flaming tunnellers... and those are just for starters. Later levels contain huge creatures that most games would usually reserve for boss status so you can probably imagine just how huge Croc's level guardians are.

But it's the 3D levels that are the real stars of Croc and Argonaut has obviously concentrated on making each stage more than just a simple run around and grab a few items affair. Instead they've crafted Croc's levels in such a way that players will really want to explore and navigate their way around each section for fear of missing precious items and elusive power-ups. Later stages take 3D construction to further levels with suspended gratings to swing from, revolving platforms, huge cogs and elevators making progress slow going indeed. Fortunately for Croc, his many talents and abilities are well-suited for tackling this kind of tricky terrain and analogue control is an essential here.

In keeping with Croc's glossy visual presentation, Argonaut has produced an audio experience that must be pumped through full Surround Sound speakers to be fully appreciated. Combining digitised speech, foot-tapping tunes and some fright-

[Later stages take 3D construction to extremes from suspended gratings to huge cogs!]

REPTILE ROUTES

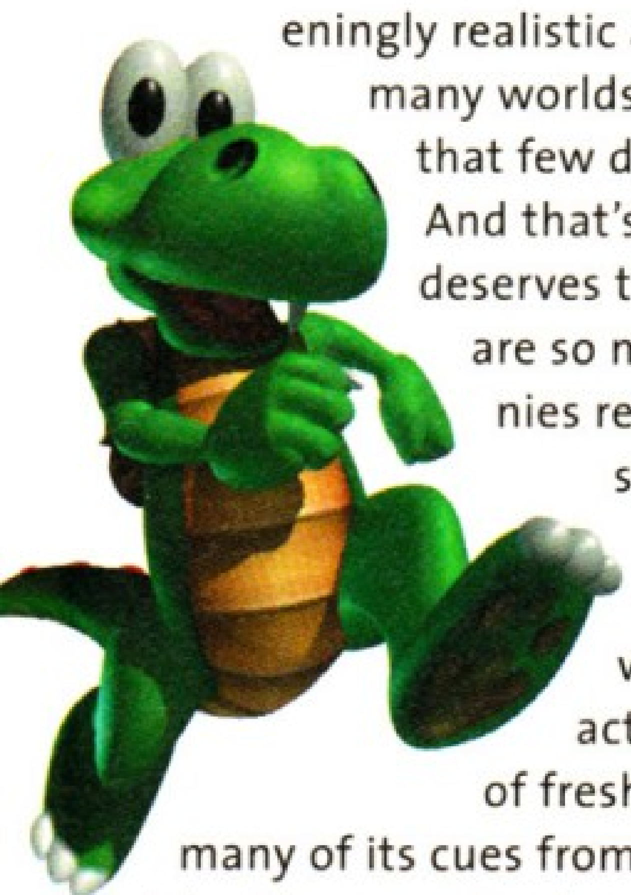
One of Croc's most enjoyable features is the option for players to exit each stage via a number of alternative doors. For novice players just making it to the main exit in one peace is usually enough of a struggle whereas more skilled platform fans relish the prospect of collecting every power-up and discovering every sneaky secret. Croc's challenge level therefore is perfectly pitched to all players with its gradual learning curve easing gamers into its many colourful 3D worlds. Multiple routes are accessed by collecting full sets of Gobbos, gems or by simply leaping down certain tubes. Exiting through an alternative door doesn't change the player's path through the islands but it does provide an opportunity for completists to take part in bonus sub-games, increase Croc's lives and eventually access a new secret island!







▲ Collecting crystals is vital for Croc's continued survival. No shiny baubles equals early grave.



eningly realistic ambient effects, Croc's many worlds boast an atmosphere that few developers ever both with. And that's exactly why Croc deserves to be a Saturn hit. There are so many videogame companies releasing mediocre, uninspired titles lacking attention-to-detail, hard work and yes, that key word "fun", that Croc actually arrives as a breath of fresh air. Who cares if it takes many of its cues from Mario 64. Remember: talent borrows, genius steals. Okay, that might be a little over-the-top, but if I hear someone say "Oh Croc's just a Mario clone" one more time, I'm going to scream! Take a look at the screen shots on these pages, play next month's exclusive demo (whoops!) and give the little green guy a chance. You won't be disappointed.

MATT YEO





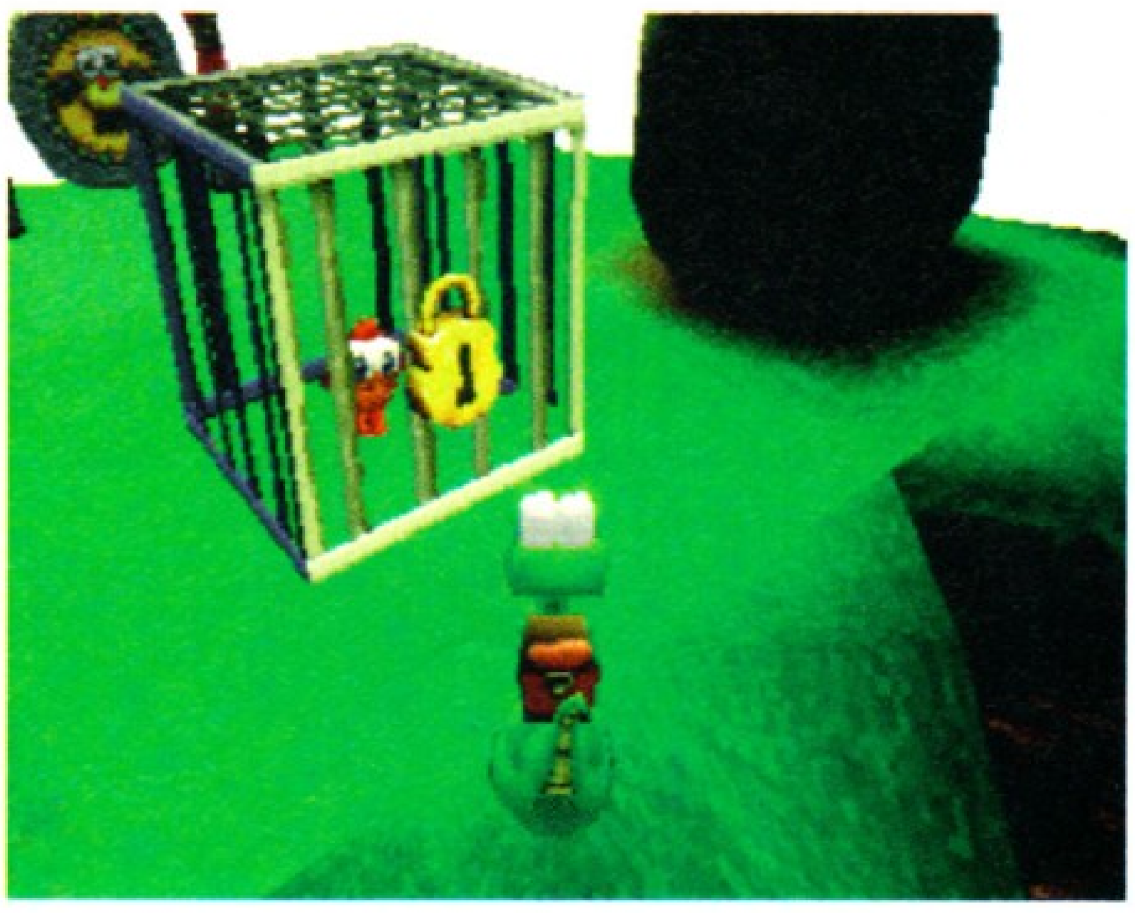


▲ Multiple exits add plenty of longevity to Croc.

CROCODILE TEARS

While Croc's graphical engine may be glitch-free there are often times when its gameplay and dubious collision detection prove extremely frustrating. As Croc's 3D world may be viewed from a number of selectable angles (use the X, Y and Z buttons) the camera often positions itself in some of the strangest locations. While the sight of a fantastically realised 3D world may be impressive, the fact that players can't actually see where Croc is going half the time results in many mistimed leaps and repetitive deaths. Earlier levels aren't so bad, allowing some room for daft mistakes, but in later stages, where timing and fast reflexes are essential, mistakes are frequent. Therefore the best way to approach each area is to perform a quick scout of the surrounding landscape, noting where enemies are lurking, where gems are situated and judging any lethal looking jumps. Hopefully by the time players reach the game's later stages they should be prepared for just about anything.





▲ Well there's the cage, but did you find the key?

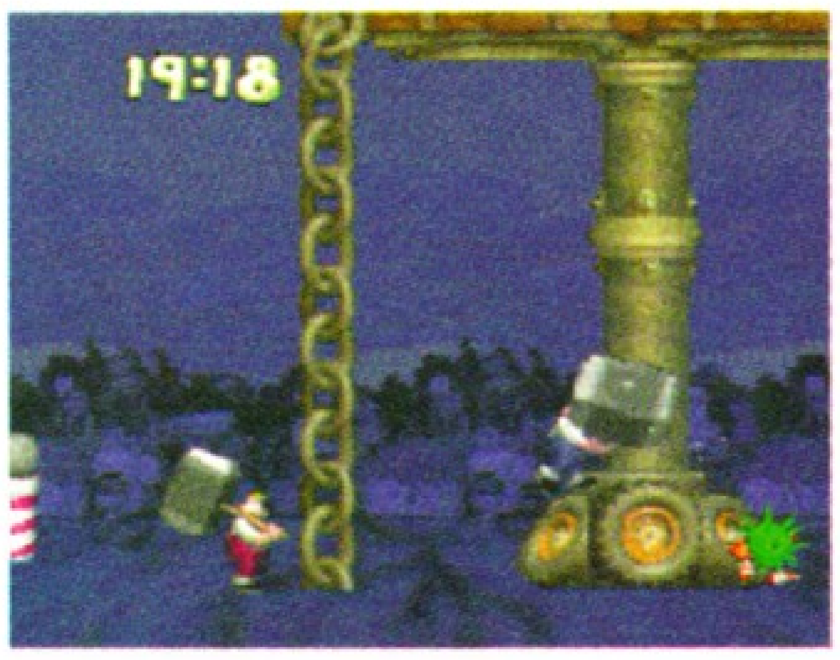
GRAPHICS	Surprisingly glitch-free visuals that go some way to boosting the Saturn's reputation as solid 3D machine.	93%
SOUND	Cool cartoon soundtrack featuring annoyingly hummable theme tunes. Croc sounds as cute as a button. Aaah...	95%
PLAYABILITY	Thumbs up for the use of analogue control, thumbs down for some frustrating gameplay. Rewarding levels and creature encounters.	89%
LASTABILITY	Six huge islands to explore and a secret seventh to discover. Loads of hidden items and challenges await.	90%
OVERALL	A great comeback for Argonaut and proof that Fox Interactive always deliver the goods. A great 3D platformer that finds a welcome home on the Saturn. Croc is set for super stardom!	91%



BY	GT INTERACTIVE
PRICE	£34.99
STYLE	SMASH 'EM UP
PLAYERS	1-4
HARDWARE	MULTI-TAP
RELEASE	OUT NOW

Trash It

We know it's rubbish, GT Interactive conveniently 'forgot' to send us an advance review copy. Now we can reveal to the world just how rubbish Trash It really is...



Just like cows lying down and a red sky in the morning, a game that appears in the shops without us being sent a review copy is a sure-fire sign of impending disaster. Not only that, but making us break into the office pie budget and forcing us to actually PAY for a game for once makes things look even worse, and stacks the odds even higher against poor old Trash It. But no-matter how bad things look, they get worse once the game has loaded.

The idea behind the game isn't too offensive - smash lumps of the scenery up with a hammer, collecting bonus points along the way, which will eventually allow the player to buy a bigger hammer and do even more damage. And on the surface, having a game where players get to run around smashing things up with a huge hammer sounds pretty cool, but there are so many problems with Trash It's gameplay that any potential has been lost somewhere between the terrible graphics and the shambling control.

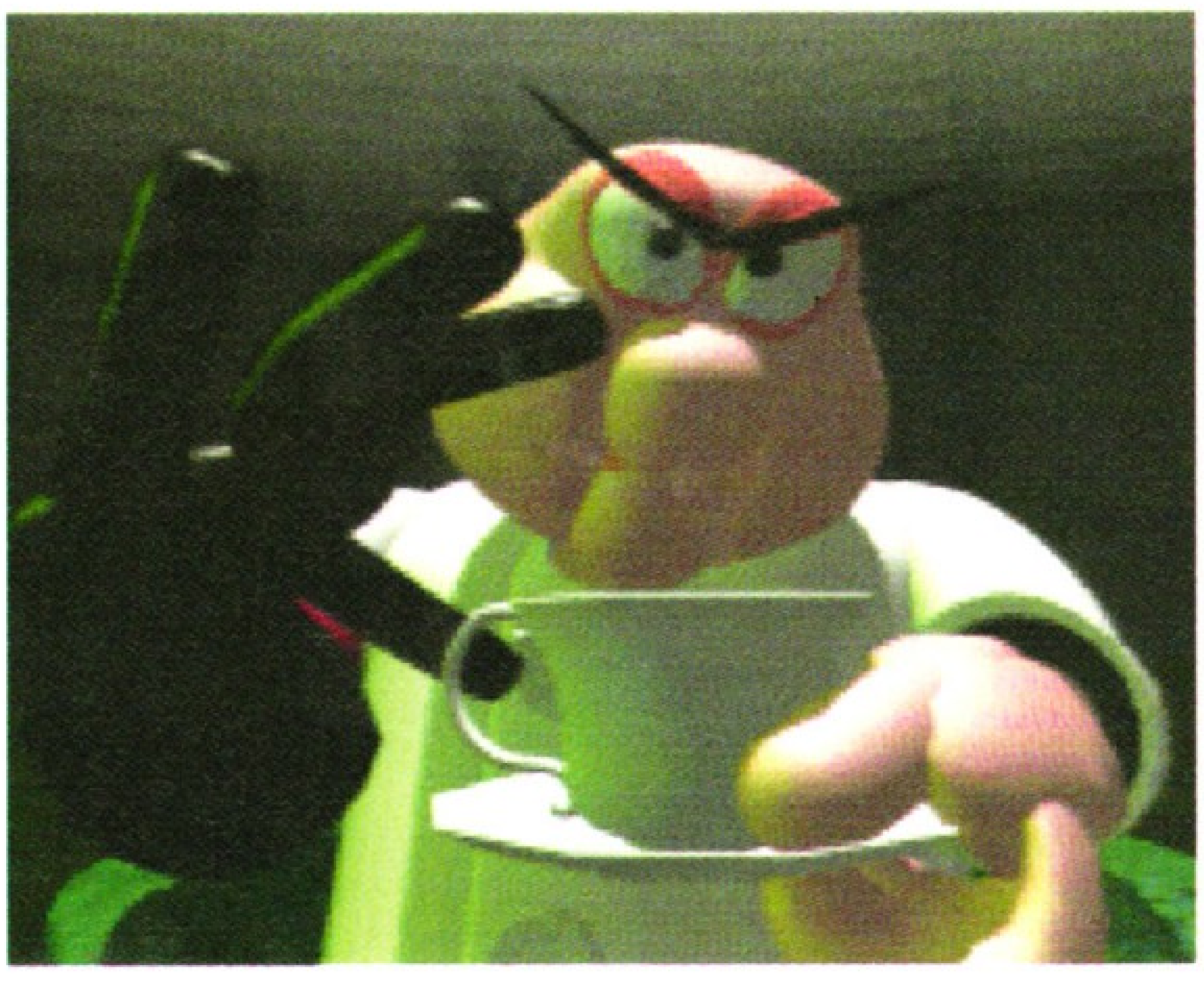


▲ This is where the levels are selected. Levels can be replayed as often as you like, but once is enough for me.

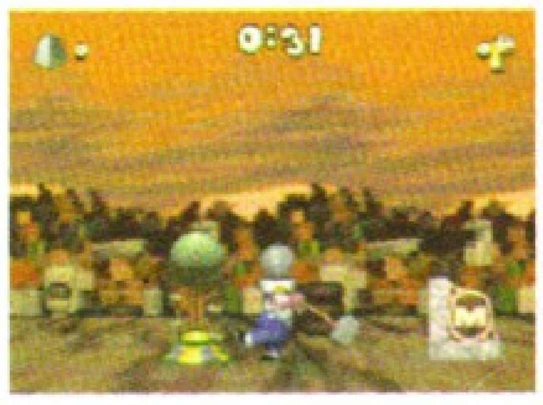




▲ (left) Players need a bigger hammer to smash the gate.







You see, every level is the same. Smash up a few blocks, look out for any 'Timmies' that appear from the rubble (little creatures that can be squashed for extra points), then hit the bell located in every level to get out of there. Then do it again. If they have the motivation, players can collect large numbers of Timmies which can be spent in the Hammer Shop on bigger hammers, which are essential for smashing-up some of the larger chunks of scenery, and the gates which lie between levels.

But it's all so slow and annoying. Sometimes the blocks are stacked in such a way that there's no choice but to get squashed by the top blocks as you smash the lower blocks, and then the player gets



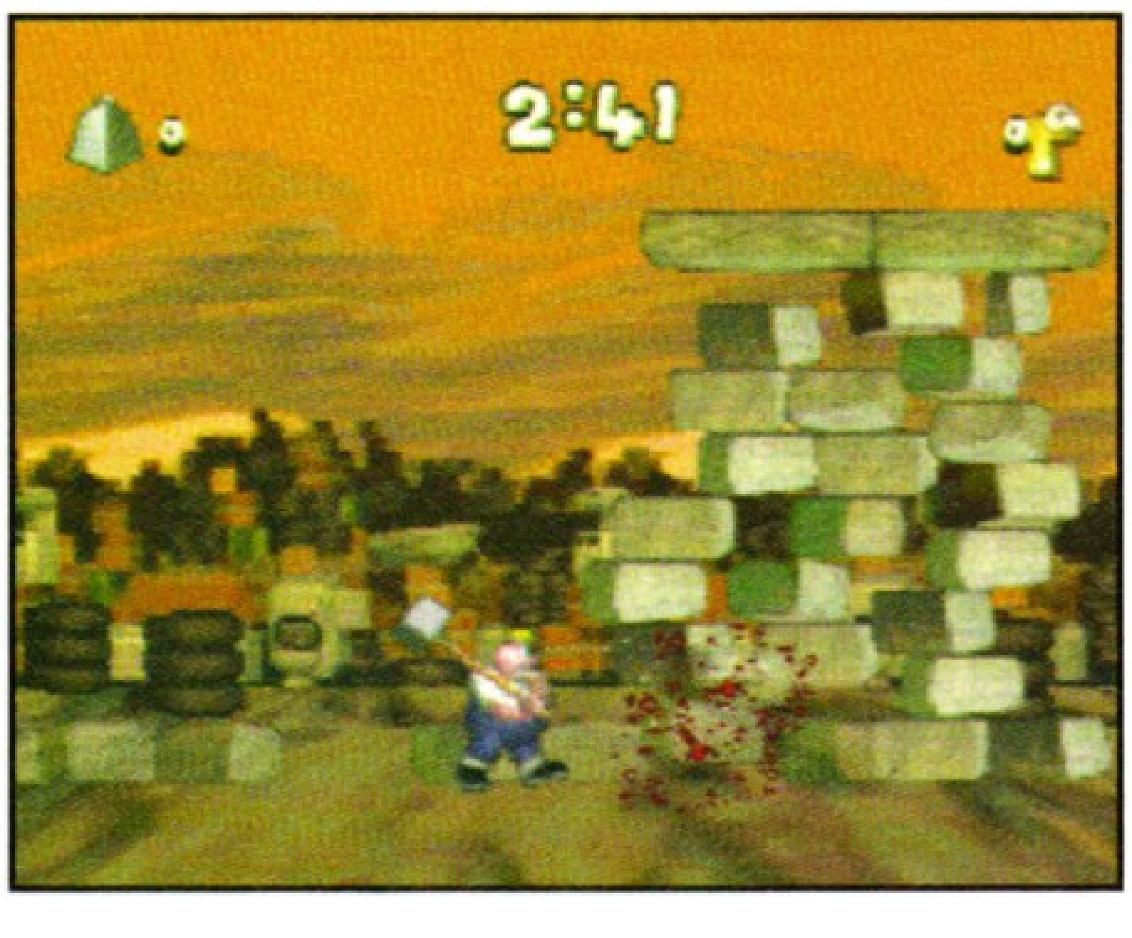
▲ Half-decent presentation shock!

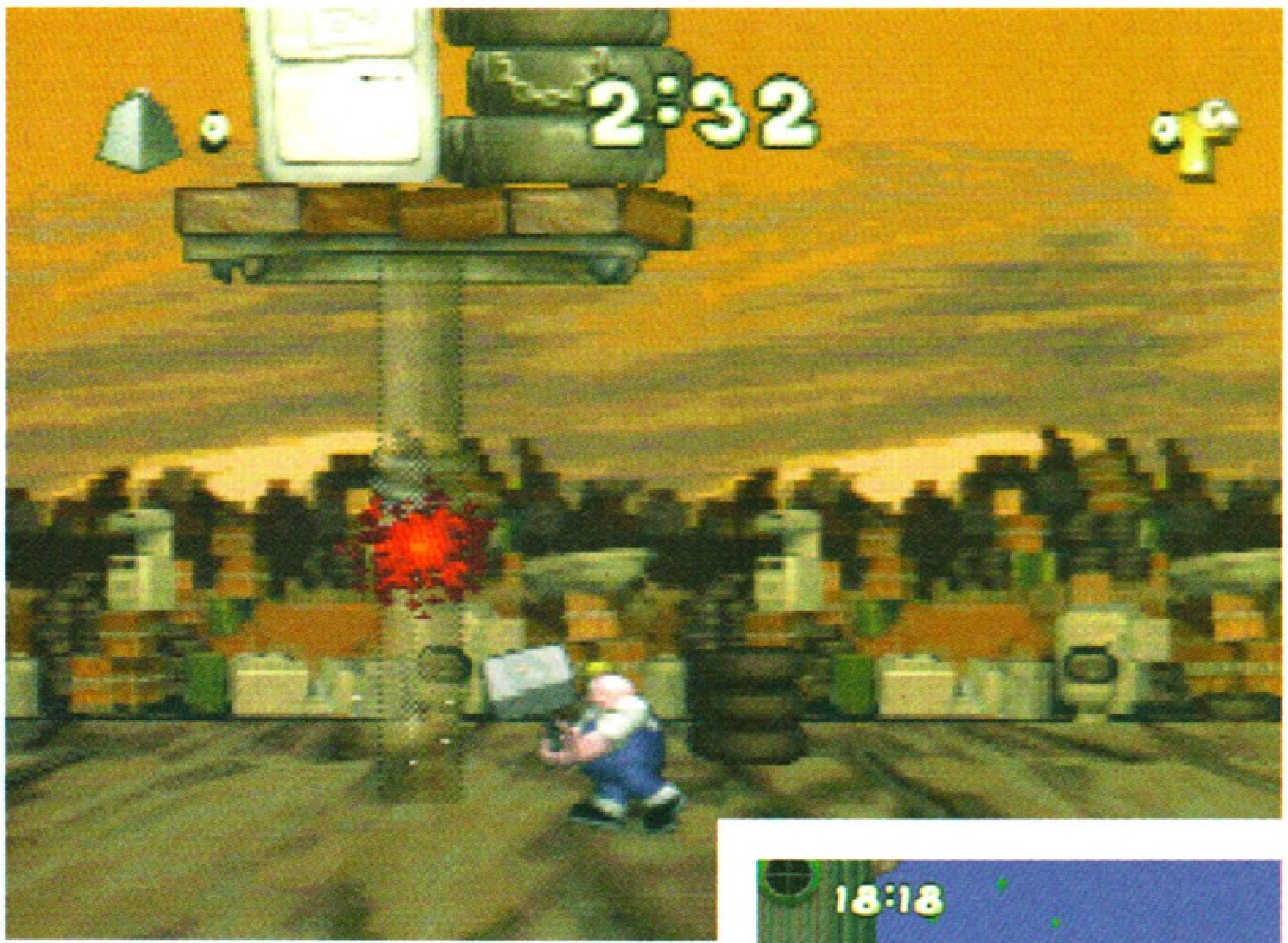


▲ Smashing your mates on the head with a hammer is possible in the battle modes.

A FARCICAL TOUR DE GRAPHICS

Brown is not a good colour. Unfortunately, Trash It features a lot of brown, which is generally a bad idea. But it's not just the brown bits that offend us, basically the entire game could easily have been put together on a Megadrive, which is a huge disappointment for us Saturn owners who expect a little bit more care and attention to be lavished upon our games. Of course, we can still enjoy games with 'retro' 2D graphics (see the awesome Death Tank), but only if they're fun to play. Trash It isn't, but the slapstick smash-things-on-the-head gameplay may appeal to younger gamers. But it probably won't to be honest, as even a small child would quickly become bored with the repetitive levels and gameplay.



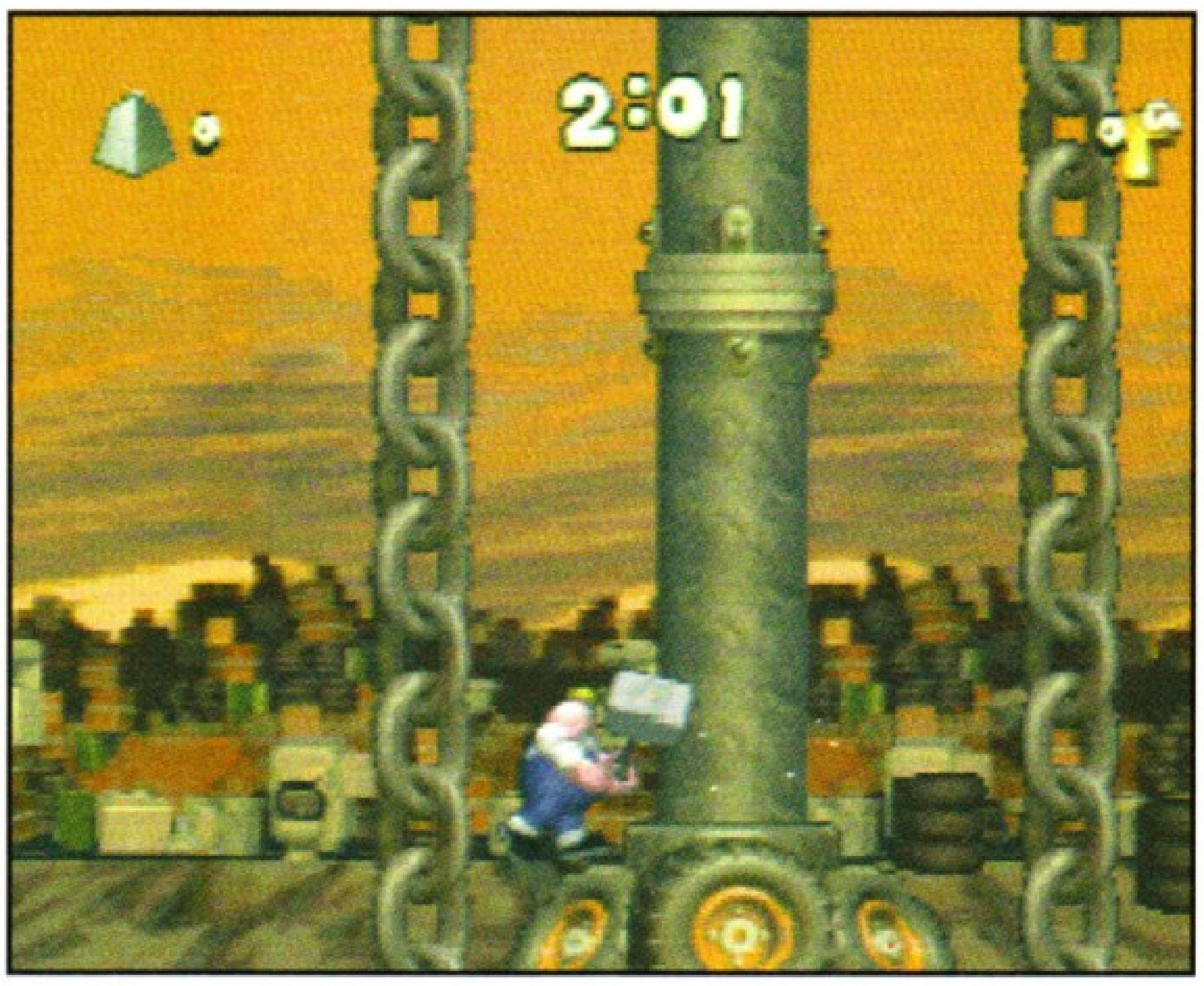




▲ What's going on with these third party game companies? Games like Micro Machines V3 and F1 which would sell by the bucketload get cancelled, due to "the Saturn not being profitable enough to warrant release", while tatty games like Trash It and Frankenstein still manage to appear, despite the fact that nobody in their right minds would buy them. What's going on? Are they trying to wind us up?

MORE ANNOYING THINGS

The character can't run while he's holding his hammer, which slows the game to mind-numbing levels - players either trundle really slowly across the screen or go through the hassle of putting the hammer away every time (how a five foot sledgehammer fits into his pocket still remains a mystery). Levels have to be played more than once in order to get enough points to buy a better hammer, and the amount of loading players have to endure is amazing, especially considering the bland nature of the game's graphics. And if you think I'm being a little harsh on the game, you're wrong - it's terrible!



warped back to the start point and has to run back to the action. It's this incredibly repetitive gameplay that's the real problem - it really is a case of just walking along and pausing sometimes to press a button to smash a few lumps of scenery. The hero of the game (predictably named Jack Hammer) can whip out a vacuum cleaner, and start hoovering up the rubble he leaves in his wake. Extra continues can be earned by amassing a huge rubble collection, but the vacuum is best used for sucking-up the little Timmies for extra points.

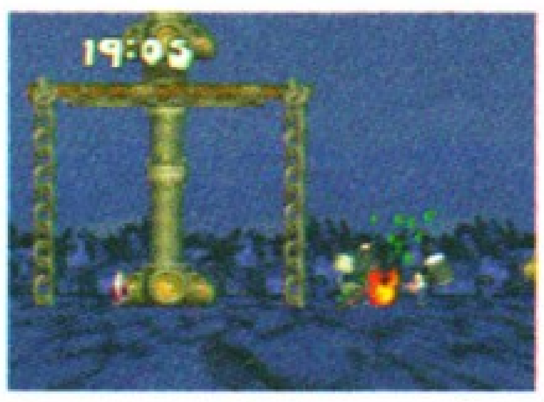
The presentation is okay actually. The FMV intro and the option screens all look very nice, with a half-decent multi-player mode as well, with up to four players taking part thanks to the Saturn multi-tap, but the basis of the game itself is too far gone to be saved by a few pretty screens and a battle mode. Imagine the embarrassment caused by asking your friends round for a multi-player gaming session, and then producing Trash It for their enjoyment. It's not going to happen.

This game is so disappointing. We could forgive the bland graphics if the game was fun to play, but it's not. The one slight saving-grace is that it's on sale for a 'bargain' price of £34.99, but that's probably more out of shame on GT Interactive's part, rather than an attempt to release a great value game. The best thing about Trash It is the pretty option screen - which certainly isn't worth £35 of anyone's money. Sorry.

GARY CUTLACK



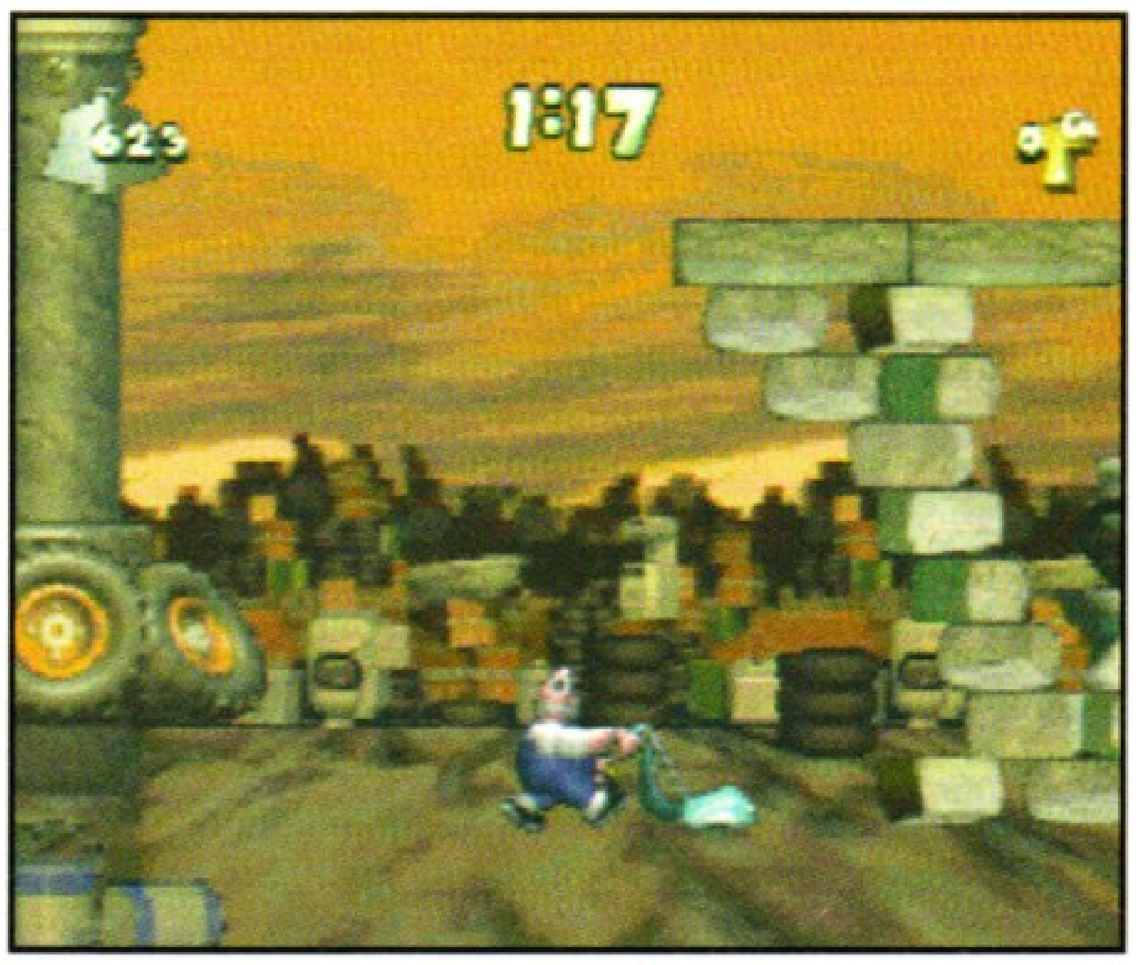
[The idea of destroying stuff with a hammer sounds cool, but the gameplay is dull beyond belief. Avoid this game]





▲ Phew. The last caption. Can I play something else now?

GRAPHICS	Very rough, very brown, very dull, but not really very good. The humble MegaDrive has easily done a lot better in its time.	45%
SOUND	Some clinky little tunes and the sound the hammer makes, but not much else. 'Sparse' is a really good word to use here.	63%
PLAYABILITY	Much more of a chore than a pleasure really, with all the levels being incredibly samey and uninspired. Not much fun at all.	39%
LASTABILITY	There's a fair few levels, but players will have to force themselves to trudge through after the first couple have been completed.	45%
OVERALL	The word that comes to mind is "why"? Why release it, why would people buy it, and why have we wasted two pages of our glorious magazine covering it? Sigh.	39%



BY	GT INTERACTIVE
PRICE	£TBA
STYLE	2D BEAT 'EM UP
PLAYERS	1-2
HARDWARE	MEMORY CART
RELEASE	NOVEMBER

Mortal Kombat Trilogy

Thought you'd seen the last of Mortal Kombat? Think again! MK Trilogy brings the series to a konclusion with more kharacters, more kombos and more words that start with a "k"!

My name is Matt and I have a terrible confession to make: I'm a Mortal Kombat fan. Yep, sad as it may sound, there will always be a place in my heart for Midway's gory beat 'em up series. I just can't explain it. Whether it's the godawful pallette-swapped characters, cheesy combo system or ludicrous finishing moves - creators Ed Boon and John Tobias can do no wrong in my book. With the recently released MK4 exploring new 3D territory, GT is having one last 2D swing at the Saturn with the ultimate Mortal Kombat kompilation.



Of course I'm definitely in the minority as an MK devotee in the SSM office. While everyone drools over the latest Capcom release (myself included), there's always a part of me that yearns for the krazy days of fatalities, the "Toasty!" man and phone calls from irate parents complaining about how Mortal Kombat has turned their little Johnny into an axe-wielding maniac. Alas, you can't turn back the gaming clock but GT Interactive is still going to give it a try.

Mortal Kombat Trilogy finally arrives this month and with it come groans of "Oh yeah, I remember this" and "Are they still making these games?" Now to be fair to the game's critics, MK Trilogy does indeed look dated when compared to such awesome 2D fighters as Marvel Super Heroes and Street Fighter Alpha 2. However, MK fans have long since learnt to overlook the series' visual shortcomings and instead focused on its straightforward gameplay and sheer wealth of secrets. In this respect MK Trilogy delivers in spades with simple standard moves for all characters, hard-hitting kombos, over 32 kombatants and more hidden stuff than even the mighty Fighters MegaMix.









▲ Robo-ninja Cyrax unleashes his nasty energy net.



▲ Rain and Ermac: all-new kombatants.

FATAL ATTRACTION

Attempting to memorise all of MK Trilogy's special moves would require players to have an incredible memory and/or lack of a social life (step forward Ed Lomas). Finishing moves are the most rewarding and frustrating aspect of Mortal Kombat Trilogy, requiring perfect character positioning and lightning-fast button-tapping. Certain finishing moves (such as babalities and friendships) require players to avoid pressing a certain button during the winning round while others (the all-new brutalities) involve complicated key sequences to be attempted.

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▲ While Street Fighter still rules the 2D beat 'em up roost, MK Trilogy is definitely worth a blast.



If it's basic stimulation you're after then Mortal Kombat Trilogy certainly delivers the goods

Mortal Kombat Trilogy has been available on the PlayStation for over a year now so it's surprising that Saturn owners have had to wait so long for their own version. It's not as if Sega's machine can't handle the game's speed or 2D visuals, an area where the Saturn has proven its worth time and again, so why the delay? Anxious fans may have been expecting additional gameplay modes or new secrets, but alas GT has failed to deliver. There are virtually no differences between the PlayStation and Saturn versions (minor graphical fixes aside) but that hardly makes MK Trilogy a letdown. In fact with Ultimate Mortal Kombat 3 still residing in the SSM Out Now charts with a healthy 91%, you'd expect its successor to be even more of a smash hit. The problem is that the game's potential audience has changed dramatically in the past 12 months. 2D fighting game fanatics now expect superb graphics, pixel-perfect collision detection and a







▲ As this sequence shows, Mortal Kombat Trilogy's new brutalities are bloody good fun! However, this finishing move requires a multi-button hit combo.



▲ Yeah boy, old skool kombat in full effect!



▲ Sonya's one hot kisser that's for sure.



▲ The route you take determines your final reward. Can you open all of Shao Kahn's treasures?





▲ The additional gameplay modes are worth checking out just for the mayhem of 2-on-2 kombat.





▲ Shadowy secret characters and completely over-the-top finishing moves. Yep, MK Trilogy's got the lot.







▲ "You smudged by lipstick you arse!"

variety of playable characters, areas where Mortal Kombat has always fallen flat. Likewise, Mortal Kombat fans are gearing themselves up for the 3D potential of MK4 with console releases due in early '98. So where does that leave MK Trilogy? Well, the good news is that for those of you who may have missed on out on previous incarnations of the series, this kompilation manages to cover all the bases. Every characters from the previous four games has been squeezed onto the disc as well as such new fighters as Rain, Ermac, human Smoke, Noob Saibot and playable bosses. In addition, virtually every background has been included with Pit Stages present and correct allowing for some gruesome and drawn-out stage fatalities.

[To be honest, endless limb removals and bloody decapitations just aren't what they used to be folks!]

Speaking of gore, there are still buckets of blood to shock the squeamish out there, but to tell



▲ "Just a little off the sides sir?" Trainee hair stylist Baraka gets it slightly wrong again.



▲ Back from the dead. Movie star Johnny Cage gets the resurection treatment.

BUT I'VE ALREADY GOT MK!

If you're the lucky owner of Ultimate Mortal Kombat 3 or even Acclaim's appalling MKII disc, you may be wondering why MK Trilogy is worth buying. The fact is that GT's latest release truly is the mutha of all fighting game compilations with a huge roster of playable characters to choose from as well as a phenomenal range of finishing moves and potential confrontations. Boss versus boss matches, old versions of characters versus new incarnations, cats versus dogs.. well maybe not that last one but you get the idea. MK Trilogy boasts very special move, every fatality, every kombat kode and even new Aggressor meters for powerful attacks guaranteed to drain even a blocking opponent's energy bar. What more could you ask for?

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you the truth the sight of crimson arterial spray has really lost its shock value. Endless limb removals and decapitations just aren't what they used to be folks. As a counterpoint to all this violence, MK's fatalities have always been supplemented with more humourous finishing moves. Babalities, Friendships and animalities all make an appearance here providing players with a seemingly endless supply of methods with which to dispose of defeated foes. With seven finishing moves per character and roughly 32 characters available, players have access to over 224 kool ways to end a match!

Standard arcade and versus modes are backed up with tournament and 2-on-2 team battles but both options are merely included as an attempt to increase the game's longevity. As usual, the CPU cheats like a seasoned poker player performing moves and kombos with the kind of speed and precision that human players are unable to pull off. Yet this level of difficulty has always been present in the MK series and many first time players have often been put off by one too many humiliating defeats. The key to mastering and enjoying any Mortal Kombat game lies in selecting one character and sticking with them until perfection is achieved. Learn the abilities of one character and you're guaranteed to win as any character. Outdated and frustrating it may be but the series has never taken in itself too seriously. Street Fighter players may constantly strive to attain that elusive winning combo, but Mortal Kombat fans just want a cheap thrill. If it's basic stimulation you're after then Mortal Kombat Trilogy certainly delivers the goods. However, committed fighting fanatics would be best advised to look elsewhere.

MATT YEO



YOU'RE HISTORY!

The original Mortal Kombat was nowhere near as popular as its many sequels. Debuting in '93, Midway's bloody scrapper was basically ignored at the arcades and only really received media attention when it arrived in home consoles. Questions were even raised in Parliament over the game's controversial gore content but the truth was that game itself was pretty crap. The series really hit its stride with MKII, arguably the greatest outing in the series and one that introduced the concept of hilarious babalities and friendships as well as a working combo system. However, Midway's "difficult" third game was less impressive. Poorly conceived characters, constant hardware revisions and a lack of imagination meant that Mortal Kombat 3 managed to alienate many of its fans. The release of an upgrade chip resulted in Ultimate Mortal Kombat 3 regaining some of its lost popularity with both a decent arcade game and a solid Saturn version. Players in the US have just received MK4, the first 3D version of the series, and response is lukewarm at best. While it may appear to some that Mortal Kombat has finally run out of steam, a massive fan following has ensured the series a permanent place in video gaming history.



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GRAPHICS	Poor digitised characters with obvious special effects added. Jerky animation on stop-motion bosses and low frame rate.	79%
SOUND	Some hilarious samples with screaming men sounding like frightened girls. Fails to make use of its CD sound potential.	85%
PLAYABILITY	Super Street Fighter (2 Turbo) is bloody brilliant and sufficiently different enough from the magical Alpha 2 Gold. Great stuff.	82%
LASTABILITY	Block and Run buttons awkward to get to grips with as are impossible to memorise finishing moves.	90%
OVERALL	If you're a Mortal Kombat fan then this ultimate kompilation of games is a must-have purchase. However, Midway's series just doesn't have the pulling power of Capcom's offerings.	88%



BY	SEGA
PRICE	£TBA
STYLE	PLATFORM
PLAYERS	1
HARDWARE	MEMORY CART
RELEASE	NOVEMBER

The Lost World

Despite the vast plethora of hype which surrounded Spielberg's second dino movie, it consummately failed to live up to expectations. Will the movie tie-in game suffer a similar fate?

"Something has survived" declared the slogan in the prelude to this one of this year's biggest blockbusters, The Lost World. What followed was two hours of great special effects, but a plot full of holes and a ludicrously lame ending. But the basic ingredients were there for a great game tie-in, especially considering that the programming team were none other than DreamWorks SKG, a company created by the film's director. But it'll take more than a few dinosaurs to persuade our stony hearts that this game is any good, because frankly, it's not.

Certainly the focal point of the film adaption of Michael Crichton's novel is the enormous computer-generated dinosaurs, so you may well be expecting the much-hyped game to follow suit. However, this couldn't be further from the truth, as despite DreamWorks SKG being given access to the actual CG dinosaur models and sets used in the recent movie, The Lost World's visuals are well below par. Adopting the Pandemonium-style 2.5D viewpoint, each of the tropical island settings are devastatingly sparse imitations of their movie counterparts, exhibiting a real lack of variety and featuring some incredibly dull backdrops. Of course, this wouldn't matter so much if the centrepiece dinosaurs were up to scratch, but as you can tell from the accompanying screen shots, they clearly aren't. Despite using a "revolutionary technique" whereby a skin is stretched over a 3D model, the dinosaurs look and move most unconvincingly, being as wooden as Jeff Goldblum's acting skills.

In terms of gameplay, The Lost World falls some way short of the mark. The prehistoric platformer is split into five sections with a different playable character in each, Compy, 'Raptor, T-Rex, hunter and the movie love-interest Sarah Harding. However, the variety this may

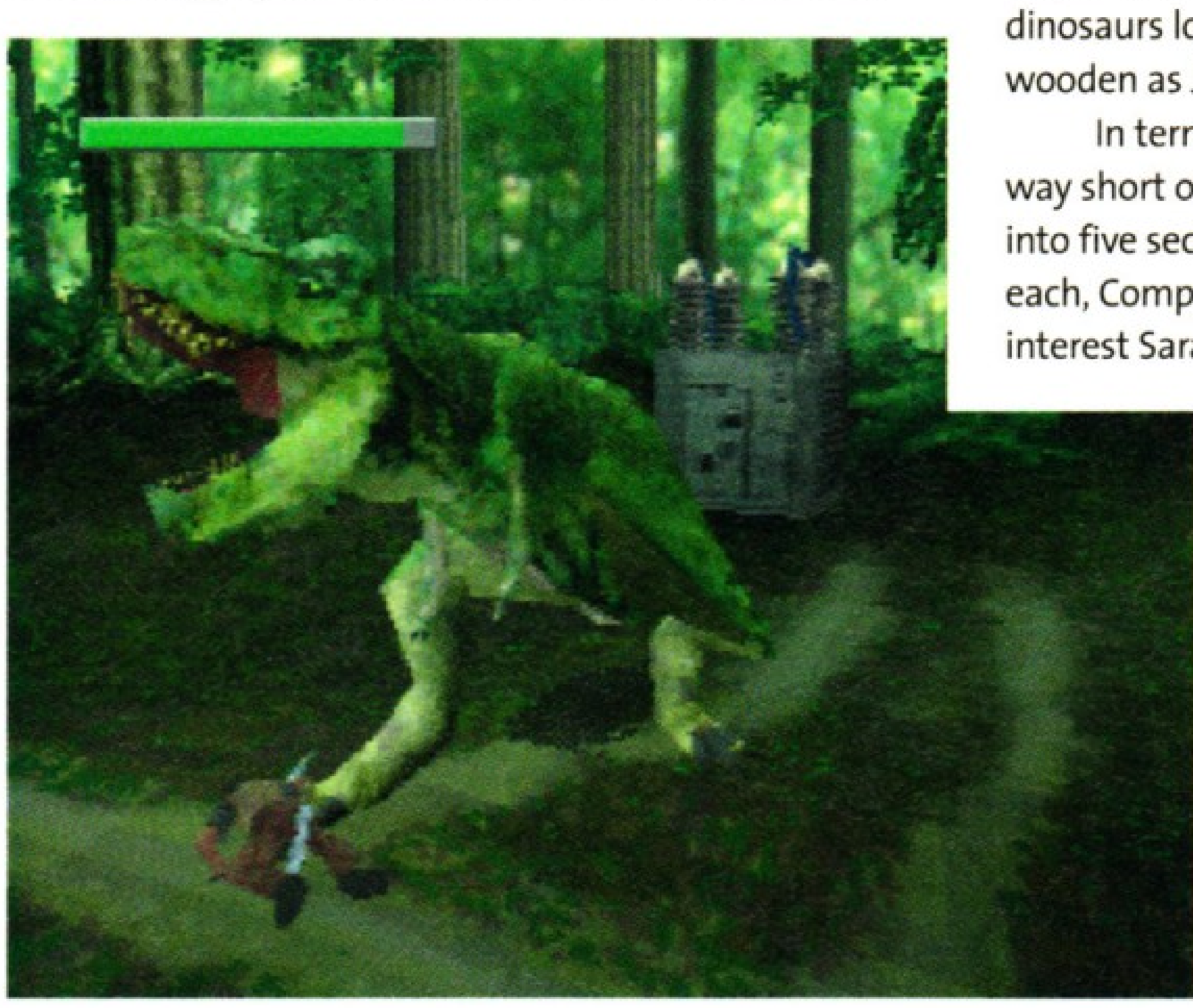




▲ The final showdown with Mr T.







▲ Stomping around as the T-Rex is the most fun The Lost World has to offer.



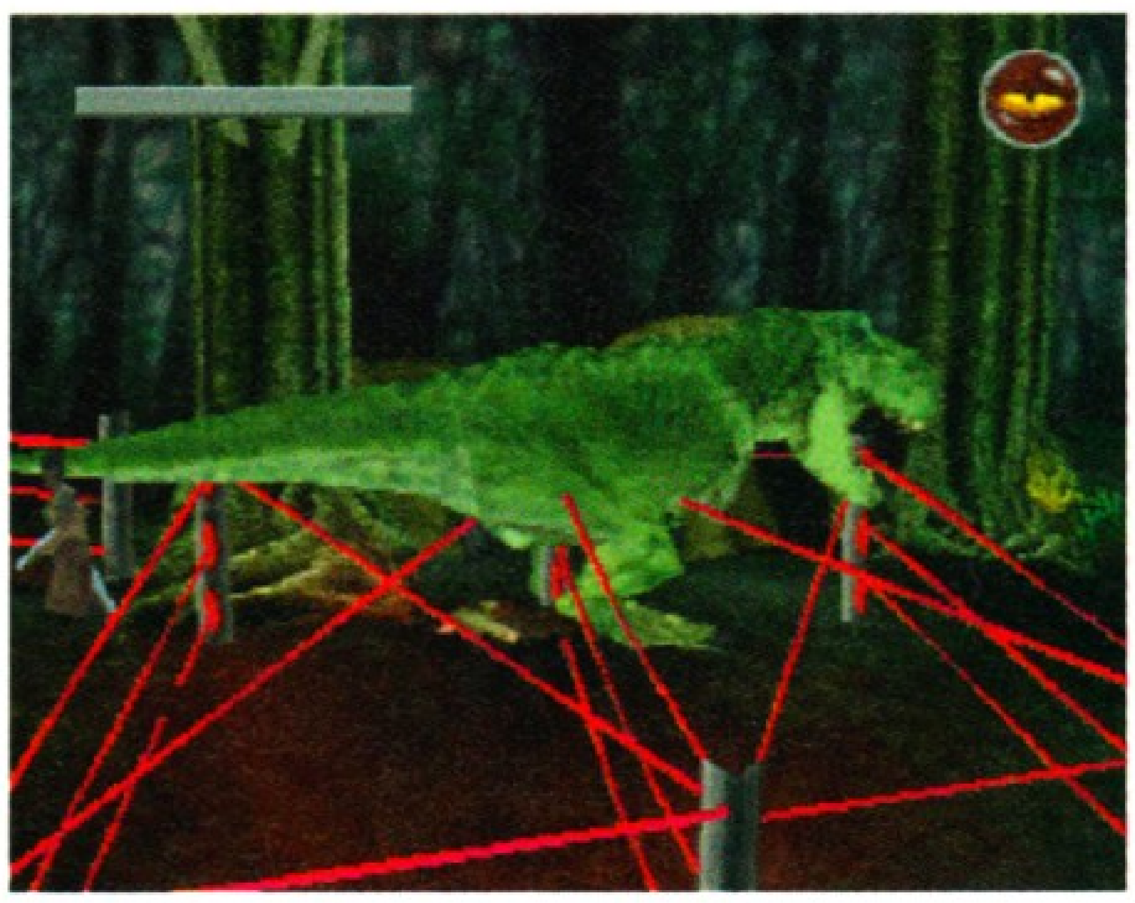
▲ The intrepid hunter disposes of a 'raptor.

TRUE TO THE FILM?

Anyone who has read Michael Crichton's The Lost World novel or sat through the film will doubtless be aware of the thinly veiled plot. Set six years after the first instalment, the action centres around a second island which was used as a breeding ground for the dinosaurs which were to populate Jurassic Park. Two rival expeditions are hastily deployed to Site B with scenes of bloodshed and limb severing ensuing. So where does the game fit in? Well frankly, it doesn't. Ignore everything I've just mentioned regarding the plot, as there isn't a sniff of it in the game. Instead we're subjected to the exploits of various dinosaurs and human characters leaping about from one platform to another collecting strands of multi-coloured DNA and power-ups to assist their progress. In fact, apart from bearing the same title and featuring the same prehistoric creatures as The Lost World movie, there really is little to connect the two.



▲ I don't recall dinosaurs collecting DNA in the movie.



▲ Mr T bursts through the confines of the base camp.

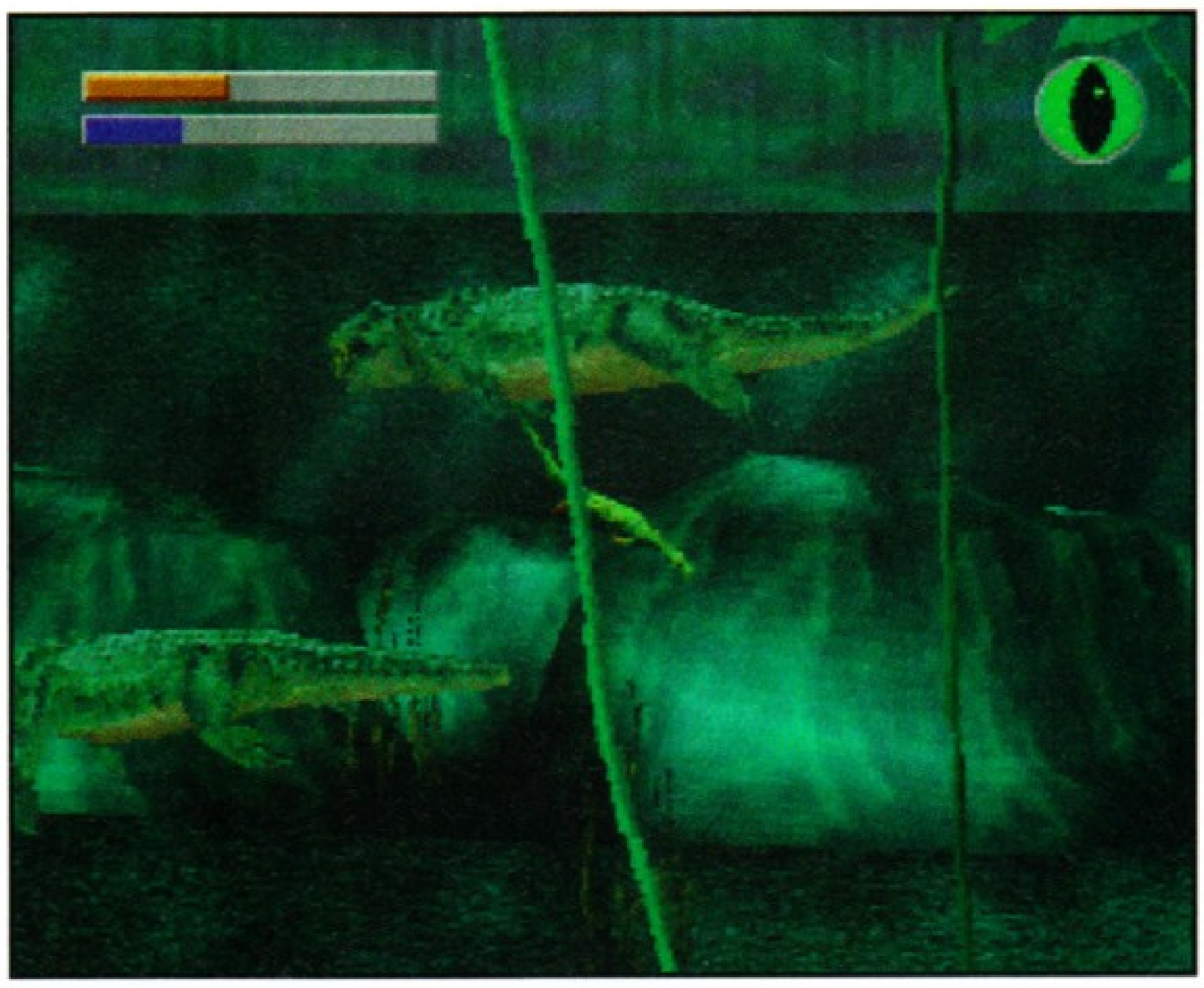




▲ So how does the Saturn version of The Lost World compare with the already released PlayStation version? Well, the Saturn incarnation is lacking some of the fancy translucent effects and the frame rate isn't quite as smooth either, slowing down quite badly in places. Aside from that, they're virtually identical, though the PlayStation version is equally as dire to play.

A GAMING MONSTROSITY

One thing I really do despise about The Lost World game which had me screaming at my television set, is the absurdly unpredictable difficulty setting. Some of the levels are very simple indeed, requiring players to do little more than perform a few jumps across small ravines and do battle with the odd mild-mannered dinosaur. Piece of piss. Then like a swift kick in the knackers, an unfeasibly difficult level crops up requiring players to perform nothing short of a miracle to reach the exit. These levels rely on good fortune rather than the player's skill to complete, and are enough to have you reaching for the off button. Aaaarrrggghhh!



appear to bring to The Lost World is marred by the incredibly similar and repetitive gameplay throughout. Whether it be collecting strands of DNA, avoiding herds of Brontosaurus' or simply surviving, it all basically boils down to leaping from one platform to another and battling the continuous onslaught of CPU dinosaurs, whom incidentally are completely devoid of any intelligence whatsoever. This is made worse by some incredibly frustrating stages which appear to require elements of luck more than skill to complete, heightened by the sluggish and at times unresponsive controls.

[One of the few redeeming features of The Lost World is the cool orchestral soundtrack and rumbling dinosaur effects.]





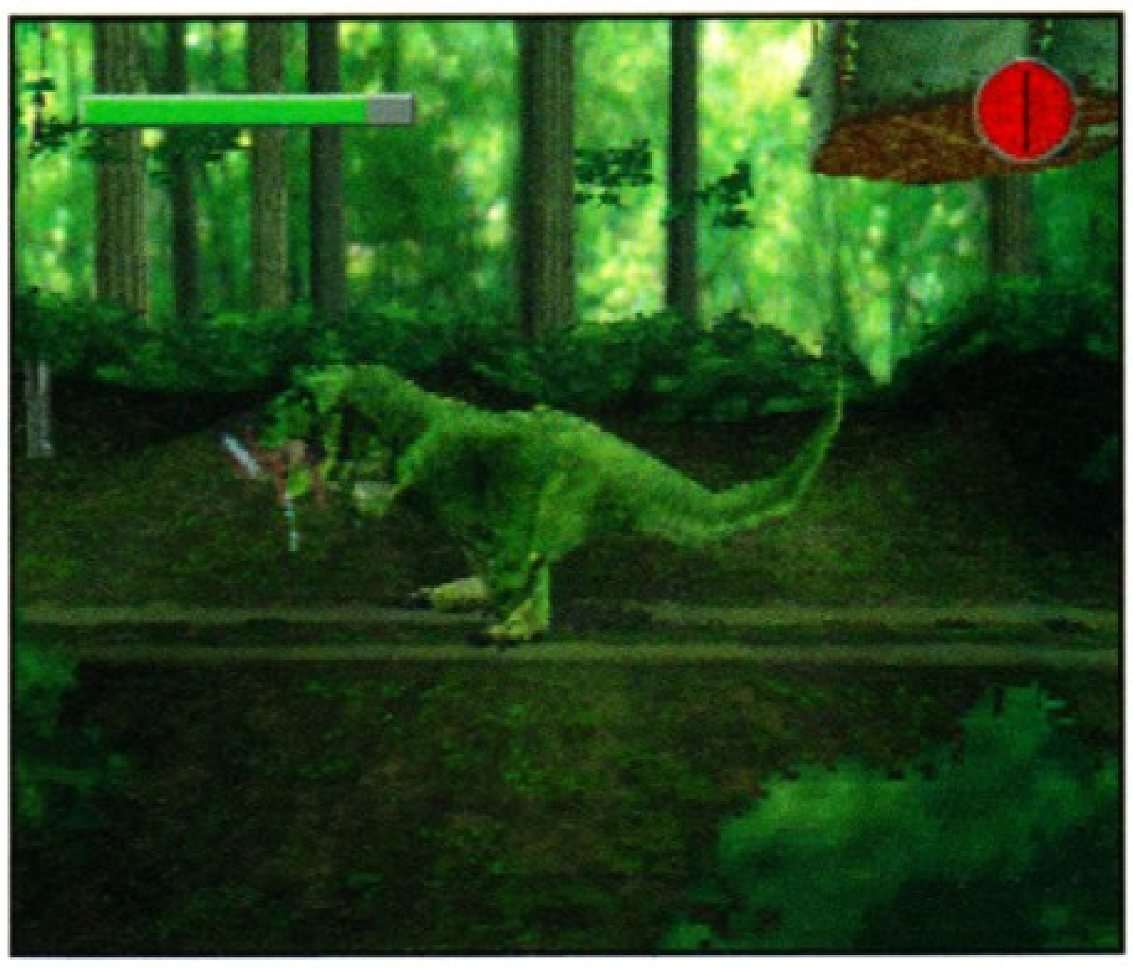
In fact, one of the very few redeeming features of The Lost World game is the orchestral music which is top-notch, accompanied by some suitably fearsome rumbling dinosaur effects. If only a similar amount of effort had been put into the gameplay and visual side of things, we may have had a decent game on our hands. As it stands, The Lost World fails spectacularly in emulating the movie, and if I were Stephen Spielberg I'd be embarrassed to have my name associated with such dross.

LEE NUTTER



▲ Grrrrrrrr! I'm a big scary dinosaur and I'm going to gobble you all up for my dinner. Grrrrrrrr!

GRAPHICS	The Lost World wouldn't look out of place on a 16-bit machine, with unrealistic animation and terrible backgrounds.	65%
SOUND	Very impressive range of orchestral background tunes with some cool roaring dinosaur effects.	89%
PLAYABILITY	Unresponsive controls prove problematic for the platform style of gameplay, in addition to some incredibly frustrating stages.	60%
LASTABILITY	Linear gameplay with only the occasional choice of route, with a distinct lack of variety between levels and characters.	59%
OVERALL	Like the movie of the same title, The Lost World fails to live up to expectations. Frustrating gameplay, ropey graphics and unconvincing dinosaurs make it an all-round loser.	60%



BY	SEGA
PRICE	£44.99
STYLE	QUAKE!
PLAYERS	1
HARDWARE	ANALOGUE PAD
RELEASE	DECEMBER

Quake

The greatest PC game in the world ever hits the Saturn - EXCLUSIVELY! Can the Sega machine do this megagame justice?

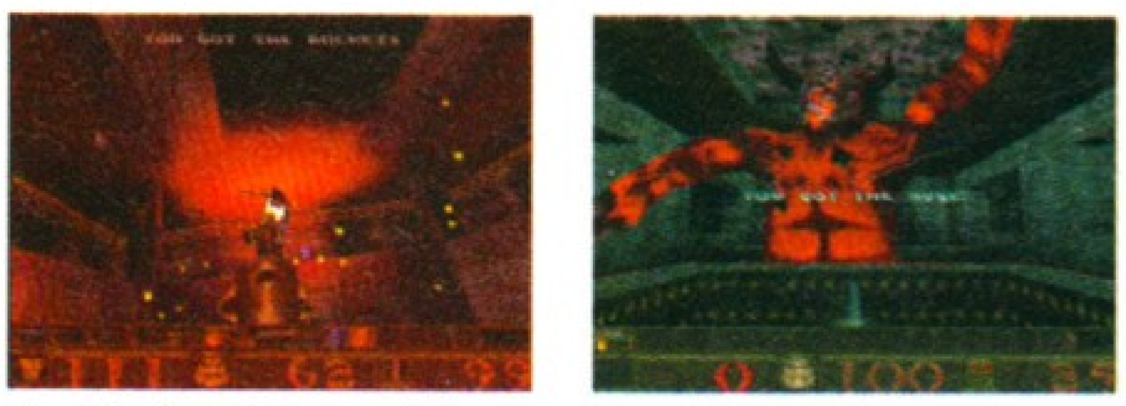




▲ Just check out that architecture...



▲ A Jevons Control mode would be useful for this sort of action (see Duke Nukem tips, page 80 for more details).



▲ The first boss requires cunning to defeat (right).

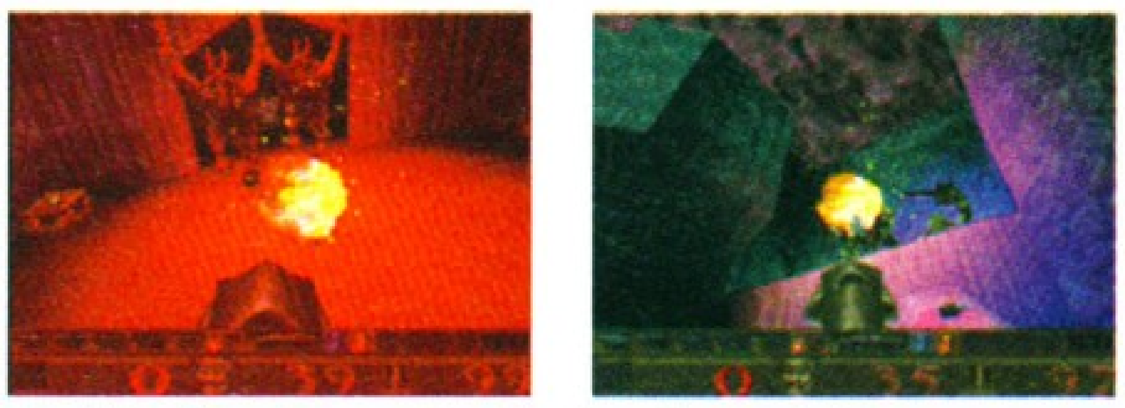
Id software invented the first person perspective blaster when they released Doom to the world. There may have been similar games before but nothing could match the overall Doom package - it was the game that made the genre. And despite some senses shattering competition from Duke Nukem, arguably no-one ever matched the splendour of Doom 2. It took id software to outquaff themselves, with the release of the incredible Quake.

Essentially, Quake is Doom with more realism. Better graphics (with stunning lightsourcing and shadows so real you can hide in them), more detailed monsters, a firmer grasp of the laws of physics, that's what Quake is all about. Oh, and mindless, rampant violence with high-calibre weaponry.

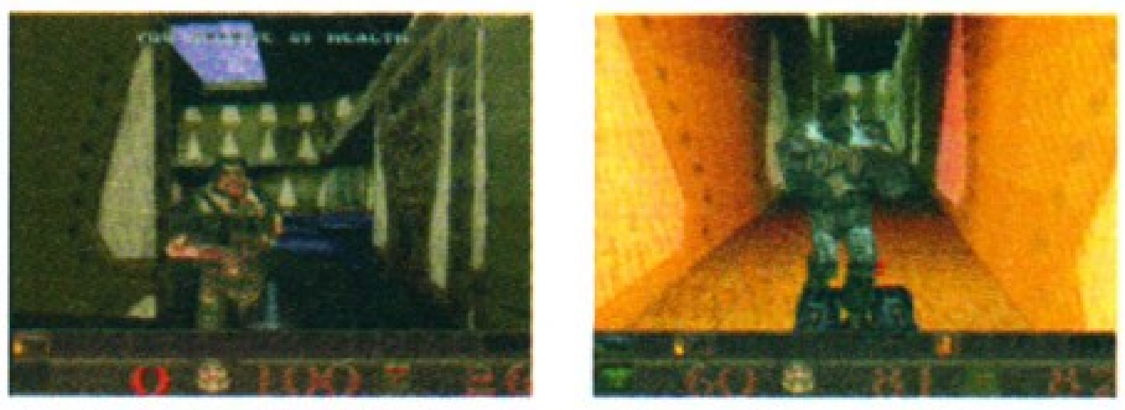
This game is so advanced that when it came out on PC last year, it took a meaty Pentium class machine - a state of the art technomonster of a PC - in order to play Quake. Surely the Saturn, a three-year-old console, couldn't hope to match the original? Well, yes it does in many ways.

Lobotomy Software's know-how of console 3D is second to none. Their first game of the year, Duke Nukem 3D, raked in a massive 97%. It is the best game released in 1997. They can do things with the Saturn that nobody else can. Their reputation remains as impressive as ever with this Quake conversion.

Upon loading the game up it's clear that Lobotomy have succeeded in bringing Quake's visuals

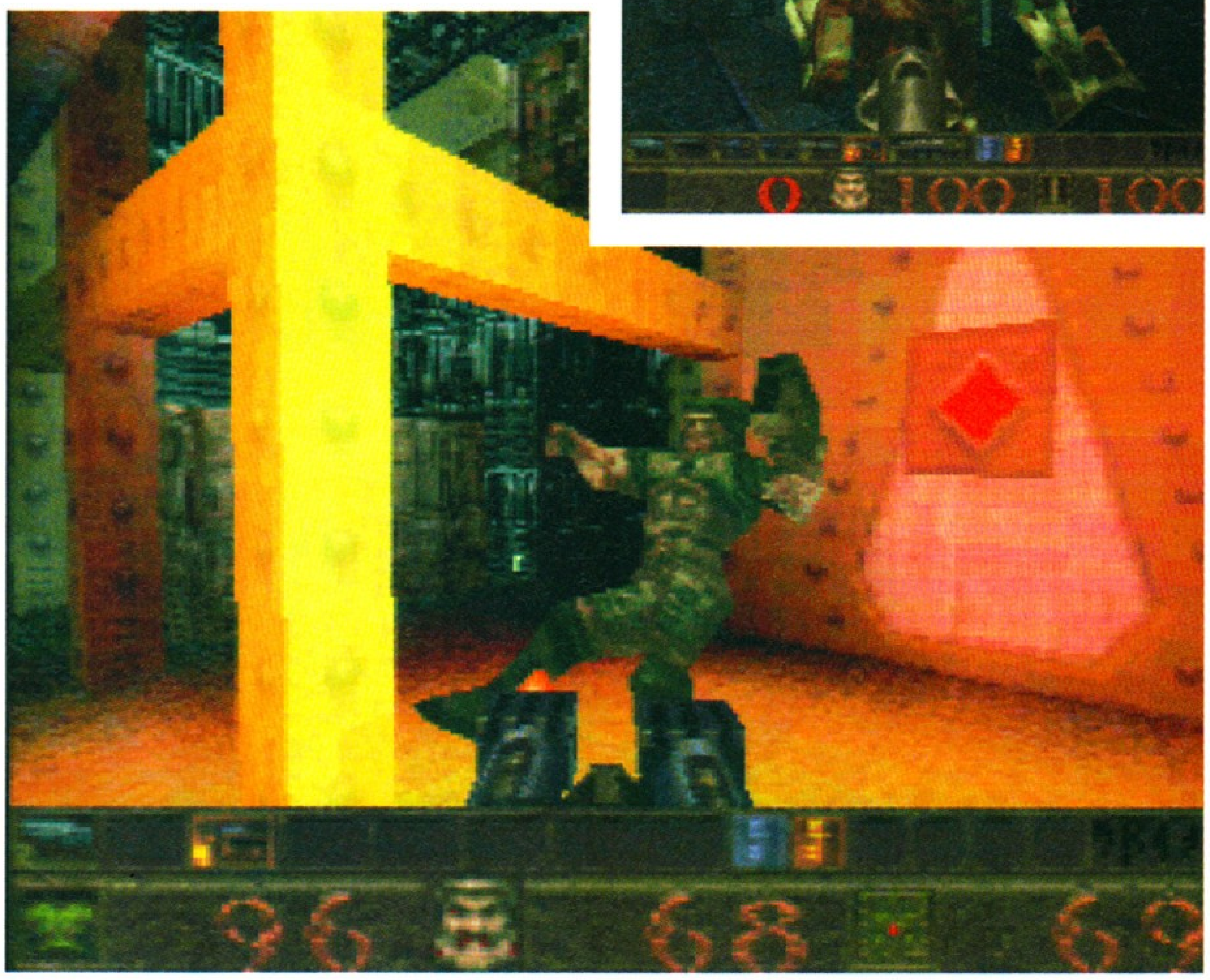


▲ A double-whammy of rocket launcher action!



▲ Each Episode of Quake starts with a military complex...









▲ Lobotomy's renditions of the monsters are pretty good - as this close-up shot of the ogre proves...

◀ Even with 3D monsters, Quake is very fast.

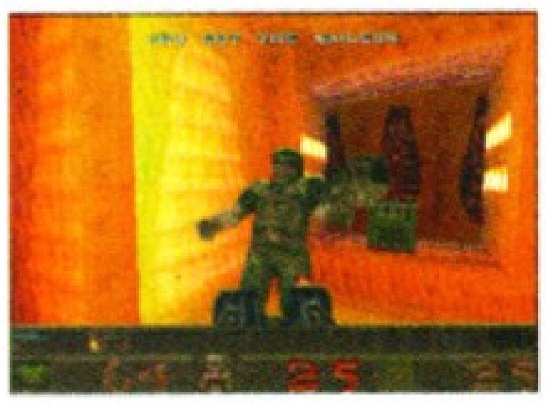


to the Saturn. All of the lightsourcing and the deep shadows have been brought across with no problems at all, it would seem. The 3D engine runs at a blistering pace considering the agony it must be for the Saturn to produce visuals of this quality.

[Even we had doubts about Saturn Quake but the final game is pretty amazing stuff...]

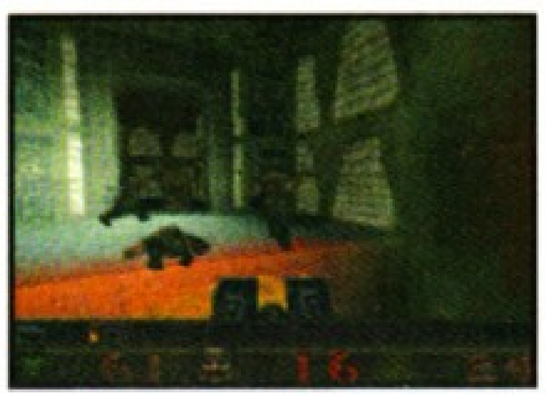
In the last issue, we showcased an unfinished version of the game. When it good, it was amazing - the sheer fluidity was just stunning. However, put a group of monsters in a big room and the slowdown did detract from the experience big time. Lobotomy's aim in the last few weeks of production was to minimise the slowdown and this they have achieved. In complicated areas, monsters warp in with a sudden flash when their comrades have fallen. The carnage continues unabated, the speed and feel of the game >>





DUKE NUKEM OR QUAKE?

It's the most frequently asked question we get here at SEGA SATURN MAGAZINE. Which game is better: Duke Nukem 3D or Quake? The answer is, just as Lobotomy said in last month's interview, that both games are superb. However, despite Quake's incredible visuals, we'd have to say that gameplay-wise Duke Nukem 3D wins out. Duke's a closer conversion than Quake and it's a lot faster paced. To be frank, there isn't that much in it, to be honest. We know which we prefer, but the bottom line is that the games are very different. After all, on the PC market, fans bought both games because they were both stunning. That remains equally as valid on these Saturn conversions. Oh... you'll need both games any way to access the awesome Death Tank multiplayer game hidden on the Duke Nukem CD. Cunning.



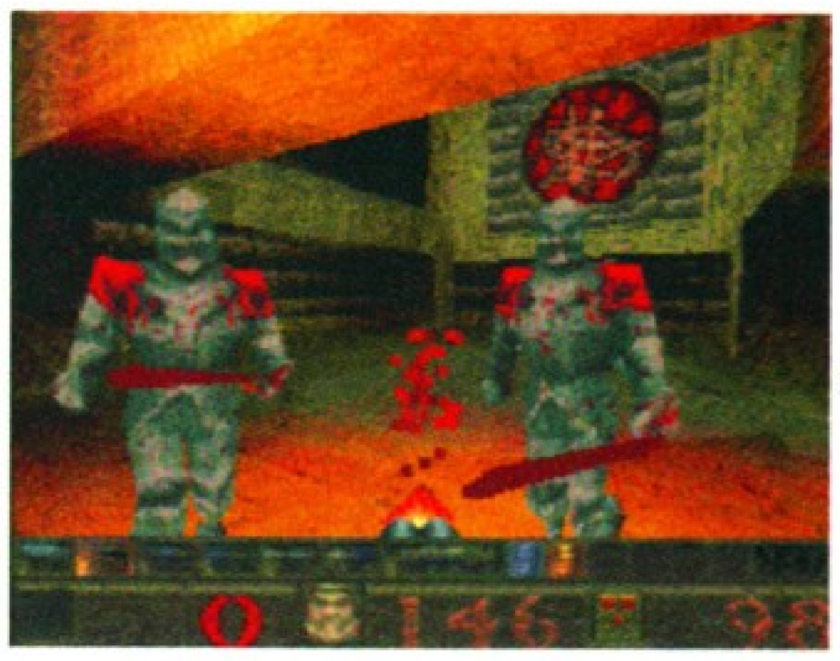


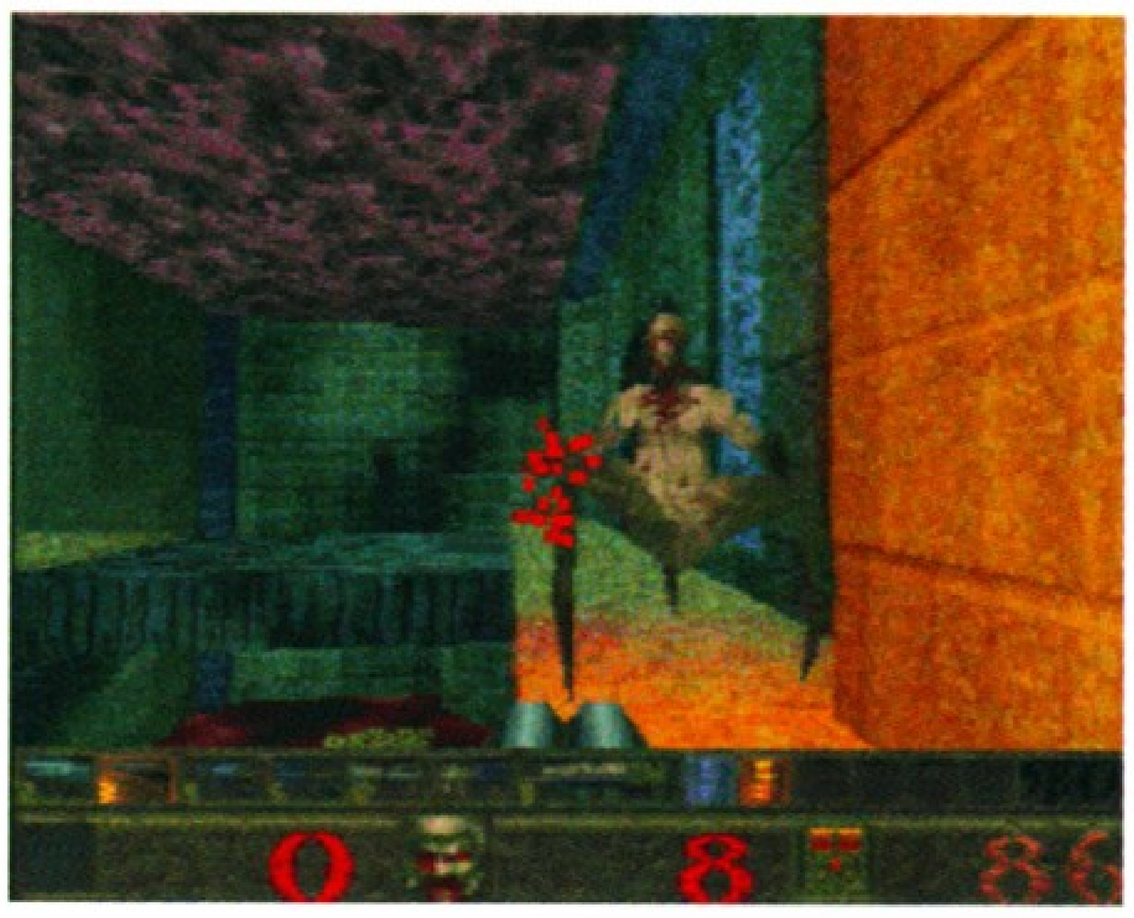





▲ Coloured lighting! Not even the PC game does that!

▼ Two knights close in our hero. Kill!






SECRETS OUT - WITH LOBOTOMY

In addition to the secret areas cunningly hidden in each level, there are also a couple of secret stages to discover in the game. Although the PC original stages were quite cool (we especially liked the low gravity stage), Lobotomy have ripped them out of the Saturn game, replacing them with stages of their own design. The results are pretty spectacular actually - remember, Lobotomy know how to get the most out of their 3D engine - and seeing the guys able to flex their creative muscles with such an amazing technology makes you wonder just how stunning a Lobotomy designed Quake Mission Pack would be... Oh well, we can dream, can't we? These two levels are probably the closest we're going to get to that though - boo!



▲ Here's a shot of the first secret level (this is easy to find).



▲ The second secret stage is very eerie indeed...

>> remarkably fluid. It is a noticeable compromise, but it doesn't detract from the gameplay.

The overall Quake experience is brilliant. The thrill of running at meanies with a quad-powered double-barrel shotgun, exploding them into bloody chunks with one shot remains as cool as ever it was on the PC. Whereas Duke Nukem is more of a blasting rampage, Quake requires more thought. Much ducking and dodging is required compared to Duke. Additionally, the real challenge (finding all of the secrets and wiping out every monster on each stage) requires a bit more brain than Duke Nukem.



The only criticism you can level at Quake concerns DeathMatch. The single-player mode is cool (and the amount of bad press one-up Quake has got is bang out of order), but you simply can't avoid the issue that Quake was designed as a multi-player game first and foremost. A PC 16 player DeathMatch is a bloody warzone, but one-on-one (which could have been done on Saturn with link-cable support) is arguably just as good. The thrill of stalking another human in these incredible surroundings with Quake's arsenal of stunning weaponry just can't be beaten. Many are the lunchtime and after-hours Quake games I have enjoyed, gunning down my colleagues like stinking pigs! It's for this reason that I rank Quake as my all-time number one videogame and it does irk me that the Saturn version doesn't have it.

But to be honest, you've got to sit down and think about this properly. As a machine, the Saturn is out-dated technology compared to the

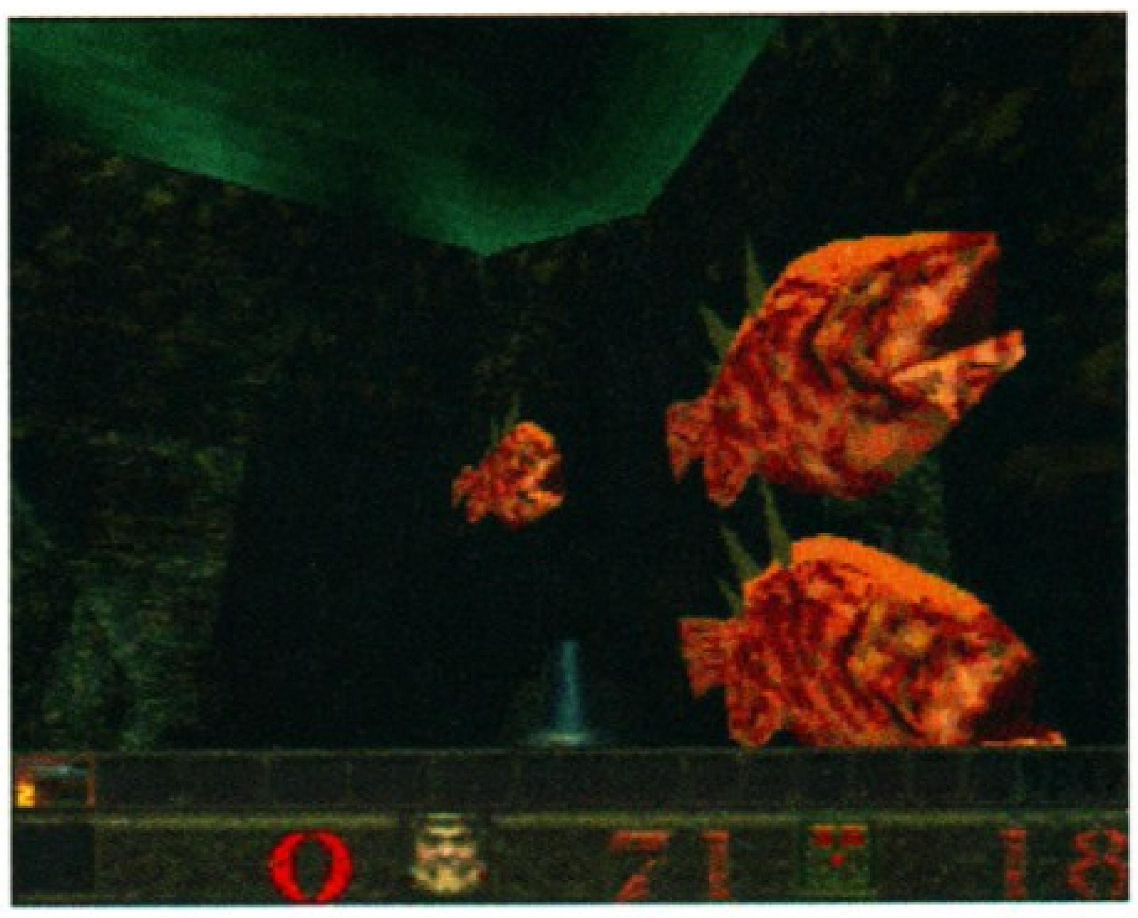



▲ Boom! Quake's weaponry is pretty explosive...









▲ One of the best effects in the game is lighting underwater. In the PC original, every polygon on-screen wobbled. It's completely different in the Saturn version - light from above the water reflects off the walls in an ever-changing fashion. It's kind of like Core Design's Tomb Raider in that regard... Let's face facts, Saturn Quake is just amazing!



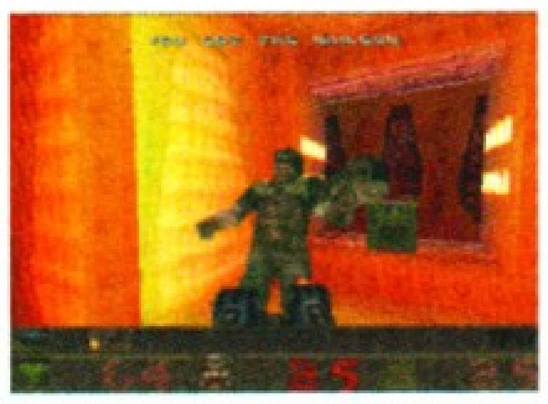
[The most advanced PC game ever arrives on Saturn! Programmers Lobotomy have performed a miracle!]

PC platforms on which Quake runs. The mere presence of a Saturn translation is mind-boggling enough - for this 99 machine to successfully replicate the solo-player Quake experience is frankly a miracle. And more to the point, a miracle PlayStation owners aren't likely to experience for a long time (if at all).



In the past, games like Exhumed, Virtua Fighter 2, Sega Rally, Marvel Super Heroes, Panzer Dragoon Zwei and indeed Duke Nukem 3D have redefined what the Saturn is capable of graphically. And of all of them, Quake is perhaps the greatest technical achievement the Saturn has yet to witness. Couple that with excellent gameplay and you have what has to be an essential buy. Look, it's Quake on the Saturn - the machine has no right to be doing this!

RICH LEADBETTER







▲ Quake is one of the most technically stunning games on the Saturn. When you consider that the only other way to play the game is on a PC costing upwards of £800, it's pretty awesome. Not too shabby...

GRAPHICS	The mere existence of a Saturn version of Quake is miracle enough. To see it move this smoothly is a revelation!	**95%**
SOUND	Incredibly eerie soundtracks courtesy of Nine Inch Nails, plus excellent weaponry noises and ambient effects. Marvellous stuff.	**94%**
PLAYABILITY	All the fun of exploding zombies and gunning down hideous monsters in cold blood remains intact from the PC original.	**92%**
LASTABILITY	You're getting around 30 levels of hardcore gaming - the real challenge is killing EVERY monster and finding EVERY secret.	**92%**
OVERALL	The most ambitious conversion in Saturn's history - Lobotomy have performed the impossible with this game. Now go out, buy it, and appreciate that fact!	**92%**



SEGA SATURN™ tips

I used to live in the future. It was nice living on the Moon and wearing tin foil underpants, but the thing I really missed was the tips pages in magazines. You see, in the future, magazines are beamed by satellite straight into your head - tips pages don't exist! I set about constructing a time machine to travel back, back to 1997, and the SEGA SATURN MAGAZINE Tips Department, 37-39 Millharbour, Isle of Dogs, London E14 9TZ

WIPEOUT 2097

As if this game wasn't cool enough, we've now got an absolutely huge stack of groovy codes for this ace futuristic racer. All of the codes are activated by holding Top Left + Top Right + Down, so you'll need one of those rare joypads with two functioning top buttons!

COMEDY VEHICLES
Hold Top Left + Top Right + Down while the game is loading, and the vehicles will be changed to 'comedy' racers like bees, snails and cute little piggies! Ahhhh.



ACCESS PHANTOM CLASS
Hold Top Left + Top Right + Down at the class and track screen, then press A A B B C C to access the Phantom class tracks the easy way.

ACCESS ALL TRACKS PER CLASS
Hold Top Left + Top Right + Down at the class and track screen, then press X X Y Y Z Z to race all of the tracks in each class of racing.

GAIN THE SECRET EXTRA TEAM
Hold Top Left + Top Right + Down at the team select screen, then press A X B Y C Z to access the top secret Piranha team's extra vehicle.

IN GAME - ALL WEAPONS
Hold Top Left + Top Right + Down, and press A A to give your car a constant supply of weapons to use.

RECHARGE ENERGY
Hold Top Left + Top Right + Down, and press B B to charge the car's energy to maximum.

EXTRA TIME
Hold Top Left + Top Right + Down, and press C C to alter the race clock to 9:99 and stop it from counting down.

MACHINE GUNS!
Hold Top Left + Top Right + Down, and press X X to equip your racer with some cool machine guns!

WIREFRAME MODE
Hold Top Left + Top Right + Down, and press Z Z to activate an ultimately useless, but nonetheless quite interesting wireframe mode.

AUTOPILOT ENGAGE!
Hold Top Left + Top Right + Down, and press X Y Z X Y Z X Y Z to whizz through all the tracks on autopilot mode. Press C to activate the autopilot once you've inputted the code.



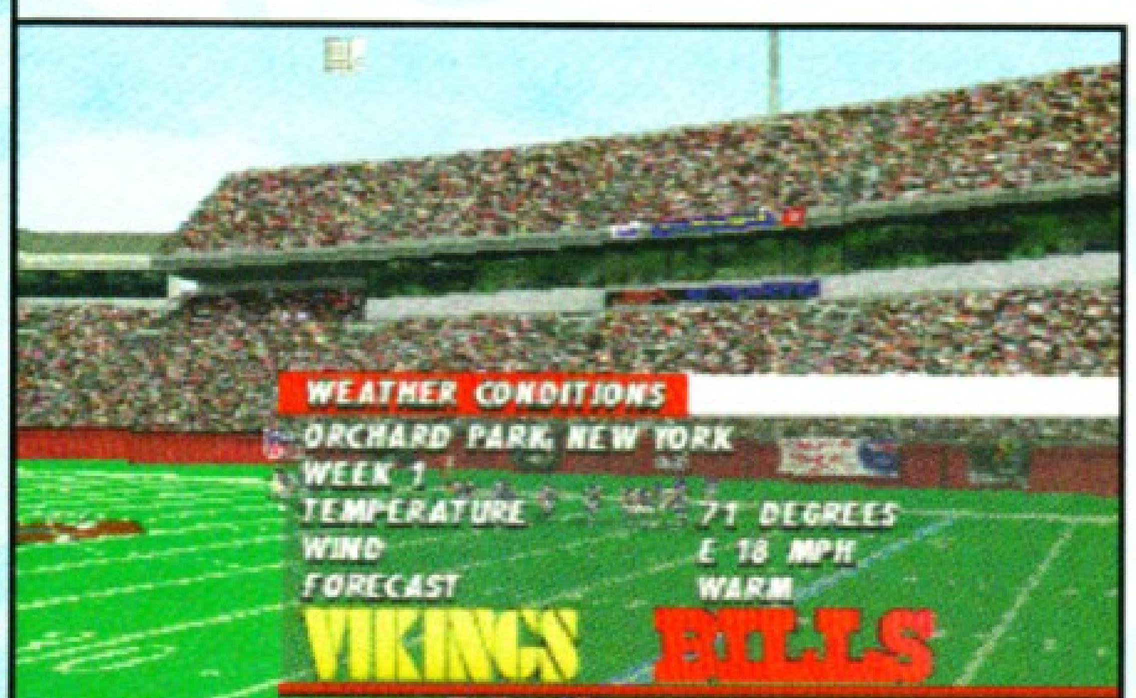
See that new icon? That means that the vehicle is now equipped with some cool automatic machine guns. Destroy!

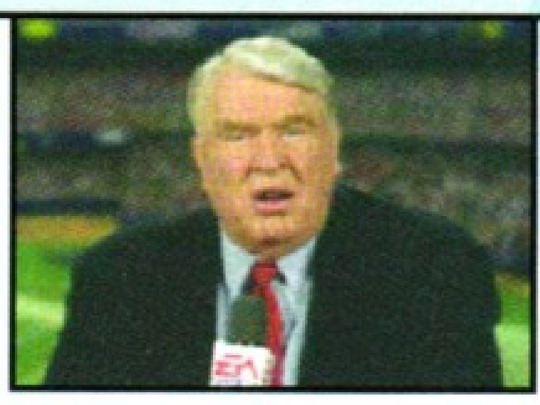


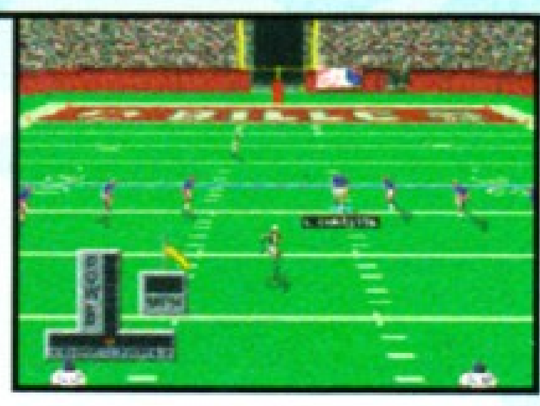
More Wipeout cheat action, the message "Phantom track cheat active" shows that the Phantom track cheat is active!

MADDEN NFL '98

I'm not too sure if the plural of stadium is 'stadia' or 'stadiums', so I'll just say that these codes allow players to select more than one secret stadium (strictly speaking, it's stadia - Rich). Mostly classic American grounds like the awesome Houston Astrodome, but they're not a patch on the hallowed turf of our beloved Wembley. Input these names at the PLAYER CREATION screen to select the different... grounds.







OLDDC - RFK Stadium
SHARKSFIN - Tiburon Sports Complex
GHOST TOWN - Wild West
JETSONS - Astrodome
DAWGPOUND - Cleveland Browns Stadium
SNAKE - Old Oakland Stadium
BIG SOMBRERO - Old Tampa Bay Stadium
DANDAMAN - Old Miami Dolphins Stadium

SECRET TEAMS
For the die-hard US football fanatic there are a few hidden classic teams, all of which are very formidable teams. It's a shame the players in the 70's team don't have huge afros, flared trousers and platform trainers - a comedy opportunity sadly missed by the Madden coders! Enter these names at the PLAYER CREATION screen to uncover the teams:



And then ready yourself for some pretty wacky, far out sort of gameplay. Good eh? Well, alright, maybe not. But at least it's fairly intriguing...

LEADERS - All Time Leaders
COACH - All Time All Madden
ORRS HEROES - EA Sports Team
LOIN CLOTH - Tiburon Team
PAC ATTACK - All 60's Team
STEELCURTAIN - All 70's Team
GOLD RUSH - All 80's Team

MARVEL SUPER HEROES





Apologies due from the Master himself who inadvertantly "cocked up" the Thanos code in last month's issue. The true code is as follows: complete the game on default difficulty settings then go to the character select screen. Now press UP, UP then Z-Y-X really quickly. This should select Thanos for you. And there you go. Apologies again for the error.





Thanos is awesome. Dr Doom is awesome. MSH is awesome.

BUST-A-MOVE 3

Just a little code for this dead groovy puzzle game to fill this gap on the tips page, and also one that should give solo players a bit more of a challenge:

EXTRA PUZZLE WORLD

At the title screen, press A, Left, Right, A, and the extra world should be available to play. A little cartoon character will appear in the bottom right corner of the main screen if you've got it right.







Bust-a-Move 3 should be in the shops now. It's very good.

SF COLLECTION





To access Cammy in Street Fighter Alpha 2 Gold, complete the game on default difficulty settings with M Bison (Vega in the Japanese version). You can take as many credits as you want, but you need to be the top scorer (that is, number one of the highscore table). Enter your name as CAM. This activates the cheat. To get Cammy press Start a couple of times on M Bison on the character select screen.



Play as Cammy in SFA2. She's still not very good though.

SHINING THE HOLY ARK

The tips page just wouldn't be the tips page these days if we didn't have at least one Shining tip...

SCARY FAIRY BELL

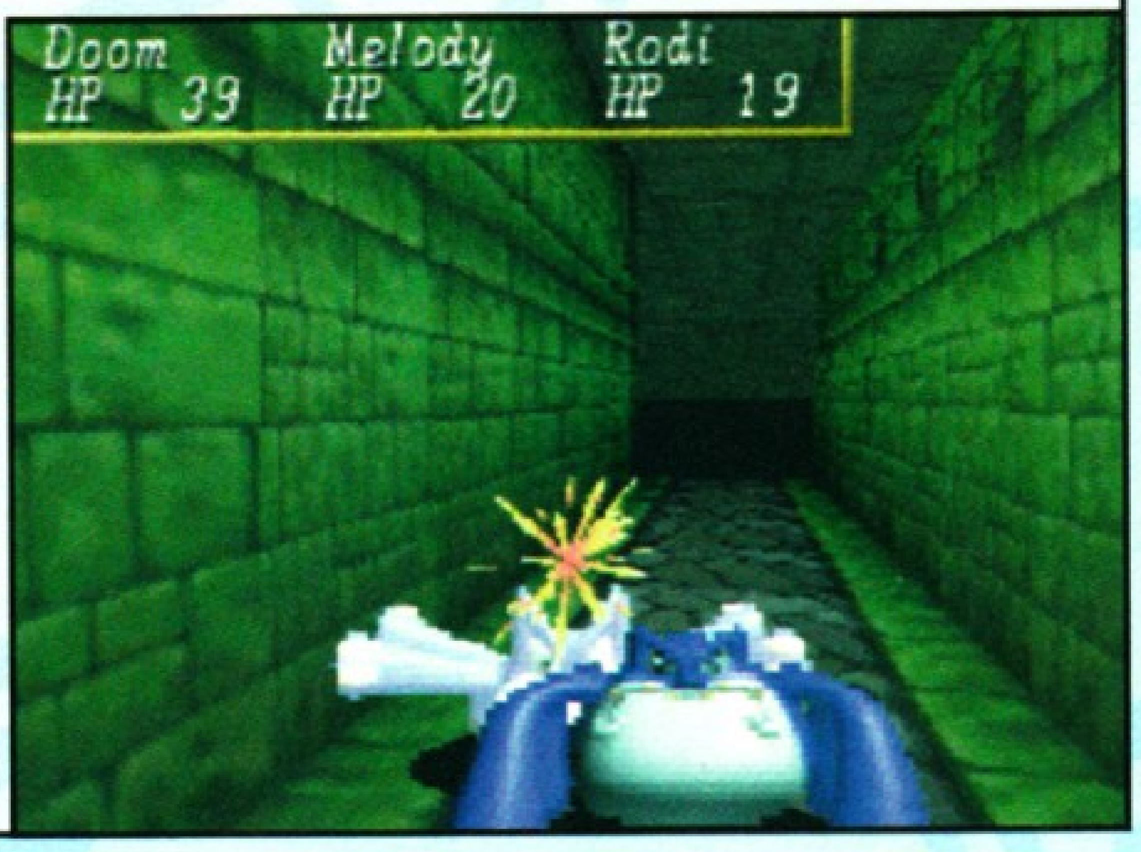
Once you've found all of the fairies, go back to the Forest of Confusion and check the monolith. Hold down the C button as if you're sending the fairies off to attack, and the Fairy Queen should appear. Hopefully, she'll give you a Fairy Bell. This sends those lovely fairies off into battle all at the same time, doing around a whopping 400 points of damage!



JOIN US DOYLE

You've got to get Doyle. He's a worthy addition to the team. To find him you'll need to visit the south-east village of Ninja and talk to the important people there, before Doyle will appear as a tree back in Desire village.







Understand Shining the Holy Ark? Haven't got a clue myself.

MEGAMAN X4

Yeah, I know. We don't usually 'do' tips for import games, what with us being the 'official' Sega magazine and all that, but as a such a huge number of people (well, two actually) have phoned asking for help with this ace import platformer, we thought it would be helpful to print the codes to bring up the full armour for both characters. We're nice like that.

MEGAMAN'S ARMOUR

Highlight MegaMan at the character select screen. Press the B button TWICE, then press LEFT on the d-pad SIX TIMES, then hold the LEFT and RIGHT shift buttons and press start to select MegaMan.

ZERO'S BLACK ARMOUR

Highlight Zero at the character select screen. Hold the RIGHT shift buton, and press RIGHT on the D-Pad SIX TIMES, then release the right shift button, hold down the B button and press START to select the character. Zero is now wearing his extra-cool black armour.





We're not supposed to encourage people to buy import games, but MegaMan X4 is only available on import. Agony!

DUKE NUKEM 3D

The Guide PART 1



The best Saturn game released this year, maybe even ever! That's Lobotomy's stunning Duke Nukem 3D, a title we now intend to tip into oblivion (oh yes). What follows is a decriptive walkthrough of this senses shattering title, including a look at the major secret areas of each level. First of all, though, we start off with a real treat for owners of the analogue pad...

THE JEVONS CONTROL METHOD!

The analogue pad holds many opportunities for awesome controllability, but it has to be said that the default options are a bit lame. In PC Duke, turning and looking around are controlled with the mouse, forwards, backwards and strafe left/ right achieved with the keyboard. Jevons Control Method is a cheat in Duke Nukem (so named after our own "Manual" Daniel Jevons who relentlessly impressed the importance of this control method to a beleagured Lobotomy!) to achieve a similar effect. At any time, pause the game and press YYZZXXYZX. Unpause and you'll find that you can use the analogue pad to look around with Y, X, B and C used to walk about. The left shoulder button fires, the right jumps. But here's the really cool bit: the normal D-Pad is now redundant, but you can use it for selecting weapons (with left or right) and objects (with up and down). Press X to activate the chosen object. It takes a little while to get used to it, but once you've done so, you'll never go back to the normal limiting controls. Hopefully this control method will make it into Quake... Dan's certainly kicked up enough fuss about it with the Powers That Be...



1


LEVEL ONE: LA MELTDOWN

We're not going to give you a walkthrough on this level because it is so monumentally easy. So easy in fact, that the real challenge is in locating all of the hidden stuff on this level. You get plenty of weaponry and ammo if you know where to find it, so follow these tips to get yourself truly kitted out for the coming levels.

1. Once you've dropped down the vent onto the street turn right and shoot the alien. Jump onto the crate it was on and then onto the ledge. Now you can jump onto the ledge next to the sign and pick up a rocket launcher!

2. Using the same crate, jump up onto the ledge and then try jumping through one of the windows. One of them allows you through, giving items aplenty.

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3. Whilst in the secret room you've just discovered, go to the poster at the end of the room. There are some steroids inside.

4. When you enter the main building, fight your way through the auditorium into the area with the cash register. Use the register and an alcove opens up on a wall to the right. You'll need a Jetpack to get that, but that's no problem - you get it from a later secret.

5. In the projector room, there's a secret door next to the fire extinguisher. There's also a vent that leads from the bathroom to here (and indeed vice versa).

6. Stay in the projector room - you can open up a secret door just by jumping on top of the projector! Watch out for the aliens though...

7. In the projector room, use the switch facing the auditorium to open the curtains. There's a small stress point on the left of the cinema screen. Fire a rocket at it to find a secret room. This is where you get the Jetpack you need.

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8. A bit of a cunning secret area, this one. On the main street where you started, there is a palm tree next to the main theatre doors. Use your Jetpack to fly up onto it. This opens up one of the windows in front of you. This super-secret area is packed with weapons!

9. After you get secret three, you can go out one of the windows facing the theatre. Stay on the ledge to get an Atomic Health power-up.

10. When you get to the arcade, use the Duke Nukem arcade machine to open up an area with a hidden Holoduke...

11. On the bridge that leads across to the end of the level, turn back towards where you came from, activate the Jetpack and fly up. There is a point on the wall to the right where bullets seem to be flying at you from nowhere. Let loose with a RPG shot or two and then follow the explosions to find a cunningly hidden secret area!

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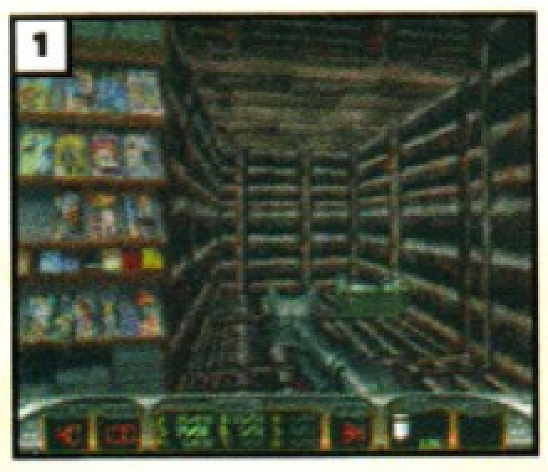

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"Hail to the king, baby!" Duke Nukem truly is the finest Saturn corridor blaster ever. To get the most out of Lobotomy's masterpiece simply follow our guides in the next few issues.

LEVEL TWO: RED LIGHT DISTRICT

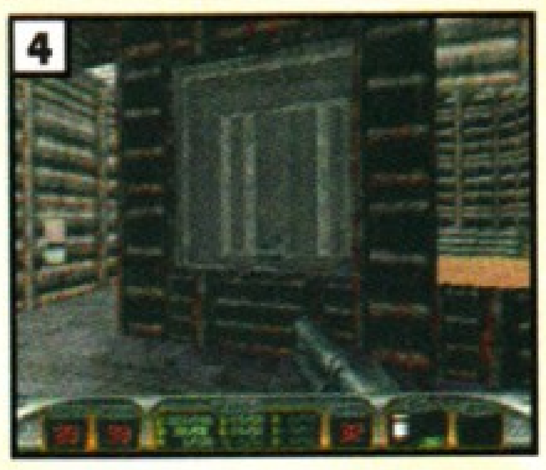
There's nothing too big or indeed clever about this level. As soon as you enter the level, go through the door directly to the left to enter the "adult" bookshop. After you've beaten the aliens inside, it's time to do some looting. In the row of bookshelves on the far wall, press the very middle. There's a secret here with some cool weaponry inside. Additionally behind the cash register is an atomic health and a holoduke on top of the shelf. Jump up and get it. Now go to end of the room and systematically open each peep booth. There is a decent power-up in each room - blast everything. Also, the corridor at the end can be blasted open for instant access to the latrines. The wall between the mirror and the bog holds a secret. Just press the wall.

Now go back to the main cash register area. Unlock the door (the combination is actually just to turn the far left and right switches on). Once inside don't let the dark keep you away from a pseudo- hidden passage to the right. The leads you to an atomic health. Return to the first corridor and go up the lift. This leads to a room with a Blue Key Card inside a closet in the wall. There's also a chaingun here. Now jump out of the window and go to the door NEXT to the door where the yellow keycard is required. Inside a lock for the Blue Card, which brings the building across the street down. Sift through the wreckage for a Yellow Card, a medkit plus one entrance to the sewers (plunder them for plenty o' power-ups!). Now return to the Yellow Door and enter! Inside gun down the alien pigs then enter the room with the snooker table. There are two exits. Take the nearest first and check the bar to find the Red Card. Retrace your steps and take the furthest entrance. Take out the pigs and open the door to get to the Dance Floor. This is the stiffest challenge yet as you get swarmed by bad guys. A secret: walk over the bench on the left to open up a cache of arms opposite, behind the dancing girls. You need to blast open the air vent and go through to get to a switch which opens up the Dance Floor curtain. A new platform rises, allowing you to jump further up to a new exit which leads to the attic. There is a secret on the wall just next to the crates.

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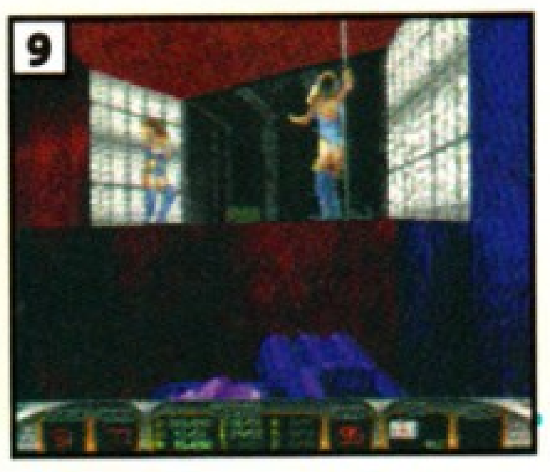

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STAGE THREE: DEATH ROW

First things first - run forwards as quickly as possible. You're being electrocuted, so be quick about it. Now open the room to the right, kill the pig cop (with your Mighty Foot - all of your other weapons have been taken) and press both switches. Also, get your pistol from a closet behind you. You will now notice that the electric chair has sunk into the ground. You can jump in and get a shotgun and some ammo. Now it's time to kick ass. Blow down the window, kill the aliens (there's a medpack at the end of the hall) and move deeper into the complex.

On the left you'll see a shrine - a church if you will. Enter it and gun down the aliens. Shoot both stain glass windows - steroids are behind the right >>

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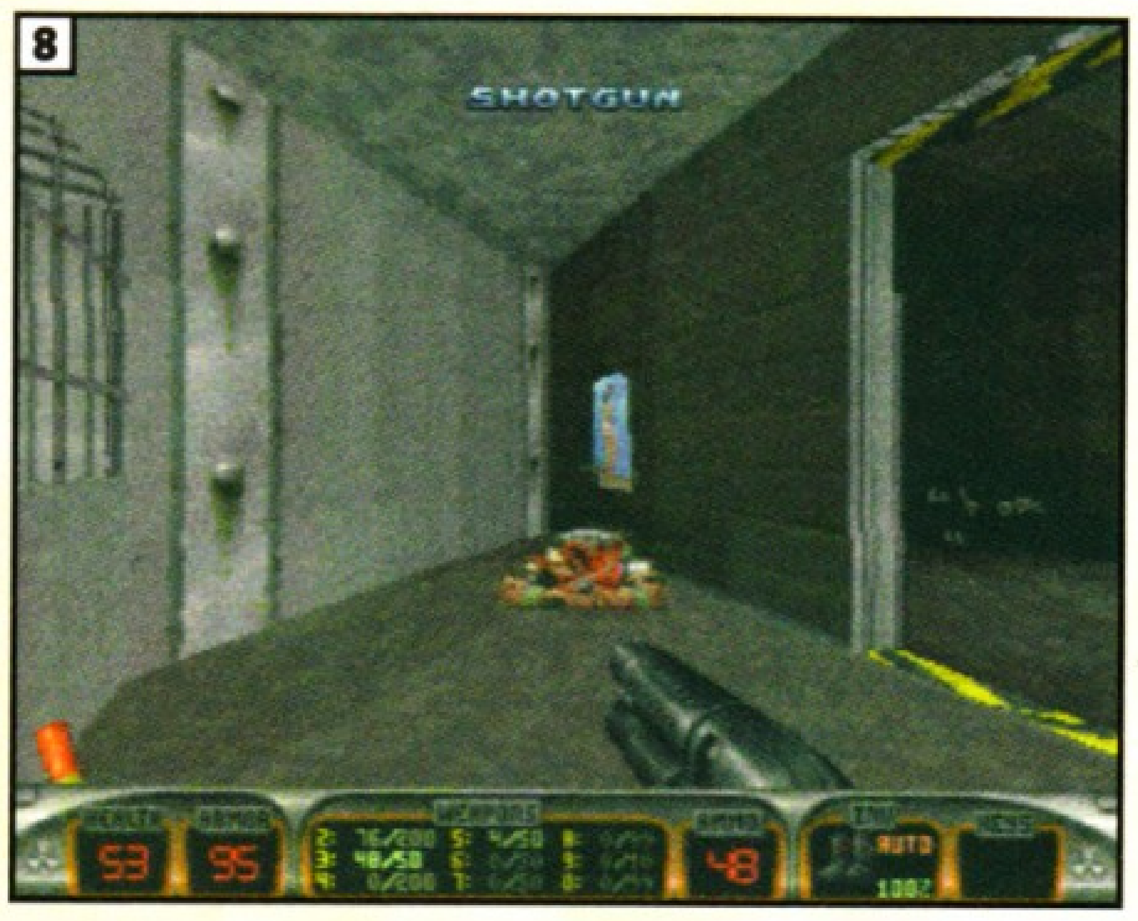

one, and a secret door is behind the left. Go through the left door and shoot the DOOMed marine for a chaingun. Also, notice the Heretic Monk in the church. You can gun him down for an extra Atomic Health.

Continue into the complex and a wall should suddenly explode to your right. Once inside, loot the area for health and power-ups. This area also leads to a white room wherein you'll find the Blue Card. Return to the main corridor and you'll find the lock you use your newfound card on.

You're now in a big, grey area. The key here is to find your way to the top of the room, where you'll find the Yellow Card. This opens a door at the bottom which leads outside. In turn, this gives you the Red Card! Return indoors and find the red door (it's just across the room). This leads to a largish area where they are two small rooms, each with a switch. These two switches open up the forcefields which get you to the actual cells. There are two strips of cells - at the end of one is a room with a poster. This poster leads to a tunnel which takes you outside to the sub. Swim underneath it to locate the exit.


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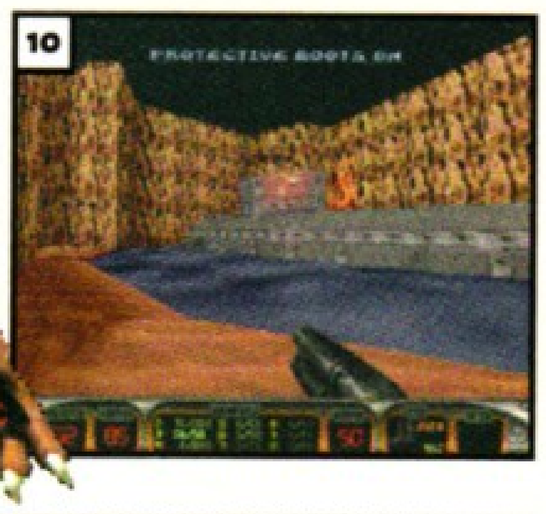

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STAGE FOUR: TOXIC DUMP 13

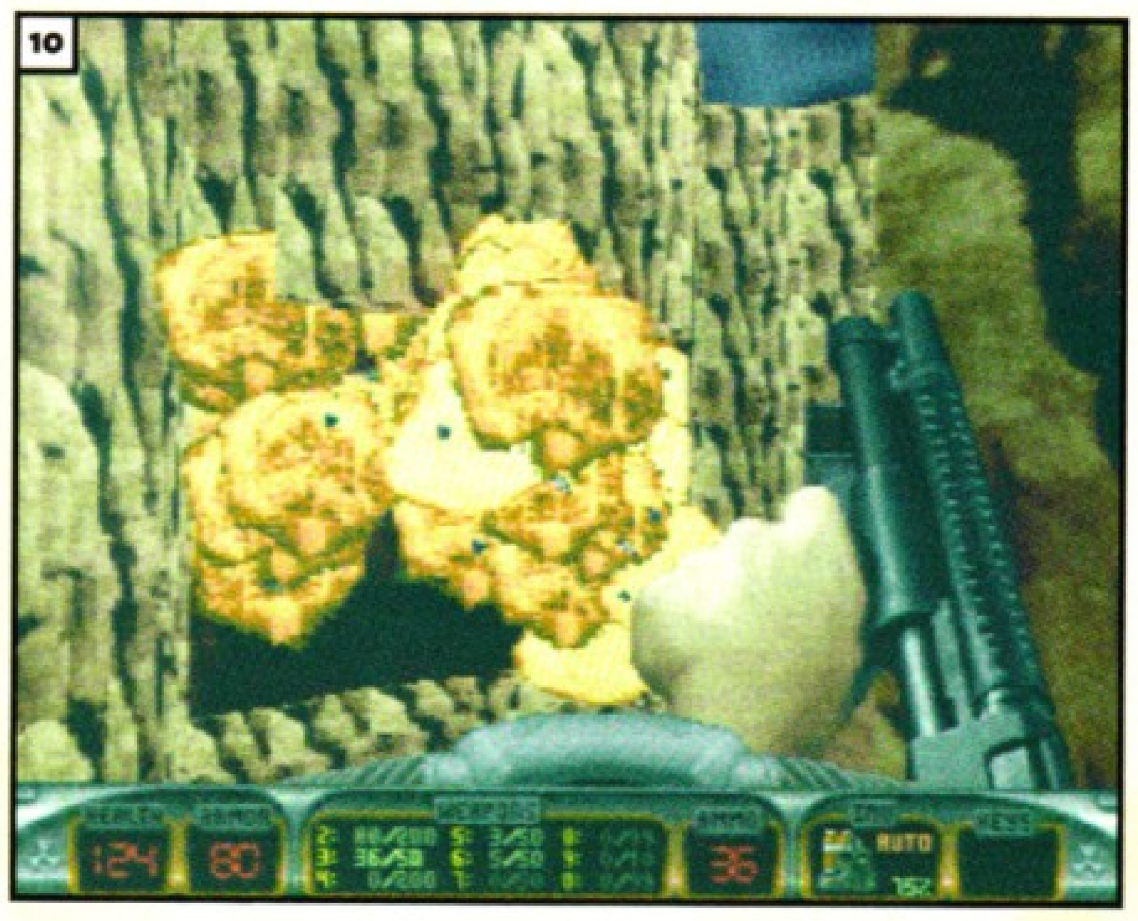
The aliens have sabotaged your sub, meaning that you need to make a quick underwater departure. The key to opening the door is to switch on the top and bottom buttons. Once outside you'll see a cave in front of you with an Octobrain. Kill it and blast open the end of the cave. There's a secret area should you now swim to the top of the newly exposed area.

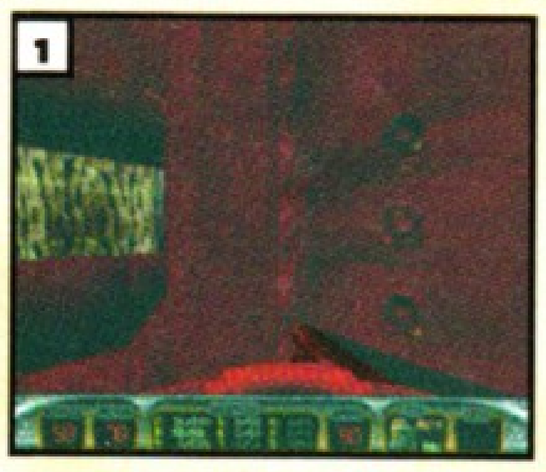
This leads you to land. There are two fingers of land jutting out over the water. That's where you'll find the Blue Card required to get into the main complex (make sure you pick up the RPG en route). Immediately inside the complex is a secret door to the right - just keep trying to open a door as you run up the corridor and it should open. Now you need to get grabbed by the cranes and hoisted up into the roof area. There are several computer rooms you pass - the first has the Red Card (needed for later on) whilst later you'll find one with two tubes in it. The right tube has Atomic Health in it - but you can jump up in the left one to get even more! You'll also pass some red slime next to a grating. The wall on the left can be opened to find some chaingun ammo.

Now you can drop down and enter the room just off the main one and activate the red lock. This causes the Shrink ray to fire. Take the left corridor, flick the switch and head back. You'll find the door that was locked before is now open, leading you on to part two of level.

A new underwater section is now loaded. Shoot all of the mines - one of tjhem opens up a secret cave. Now surface and look about for a single switch. It opens up another door underwater, so jump back in. There's another switch to pull at the end of the passage, which opens up yet another passage (with more Octobrains). This leads through to a computer area. We won't bore you here because the rest of the level is extremely straight forward. We shall say just this: there is a stress point on the wall near the beginning of the river. Blast this open to find a secret room. Soon you'll reach a sewer/ slime area. There's a fan right at the beginning of this which yields yet more secrets. AND just before the exit is another stress point. Blast this open to find the secret exit to the hidden level - the Launch Facility!


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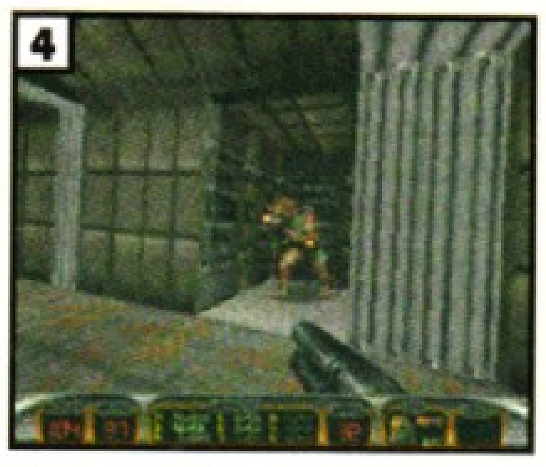


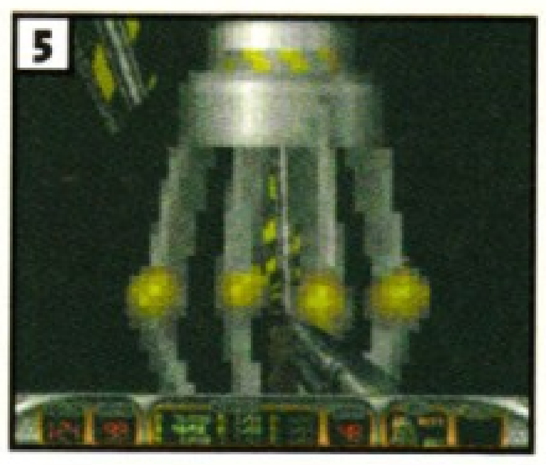
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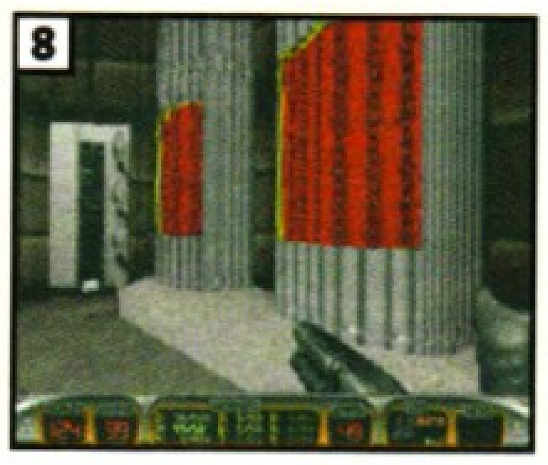


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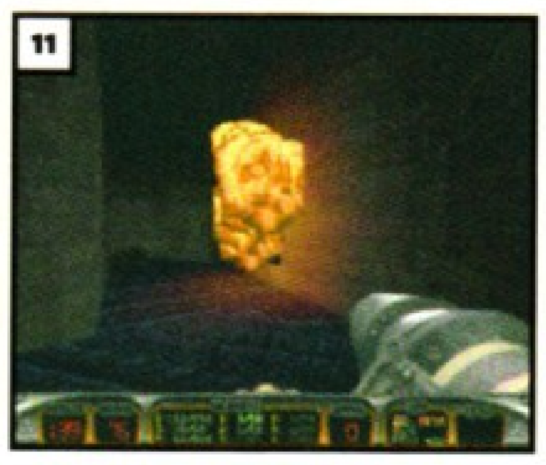



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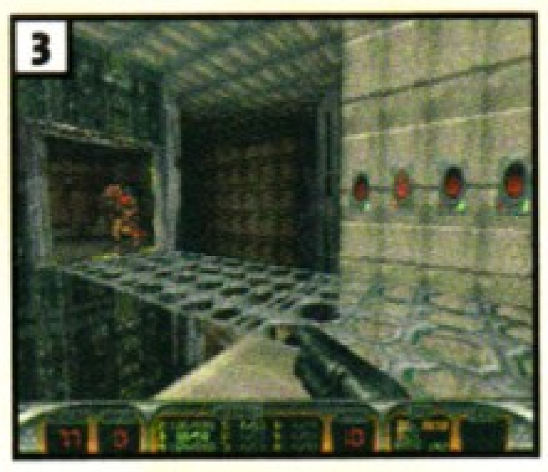

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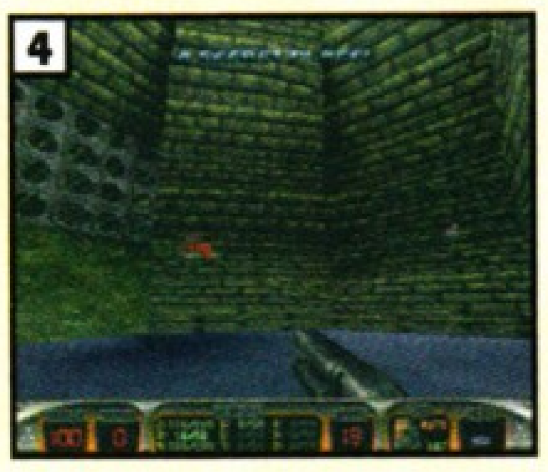
STAGE FIVE: LAUNCH FACILITY

Despite its secret level status, the Launch Facility is a fairly simple level. First of all, run into the slime ahead of you and flip the switch you find near the grating. This opens up a forcefield up the main ramp, which allows you access to the main level. You should pass a pool of water en route to a bigger room. Chuck a few RPG blasts or pipe bombs in (there's a nasty Octobrain inside). In the main room, run up the ramp until you get to the locked door. Activate all switches bar the second from the left - this opens the door, allowing to flip a switch and grab a card. The switch opens up a secret in the pool of water you passed getting to the room. Loot it for all its worth! A door has also opened, allowing you further access into the complex. Again, we won't bother you with details - you shouldn't have any problem getting through to the computer room in front of the big bay doors, Inside you'll find a few pig cops along with the Red Card. There's also a secret door on the back wall.





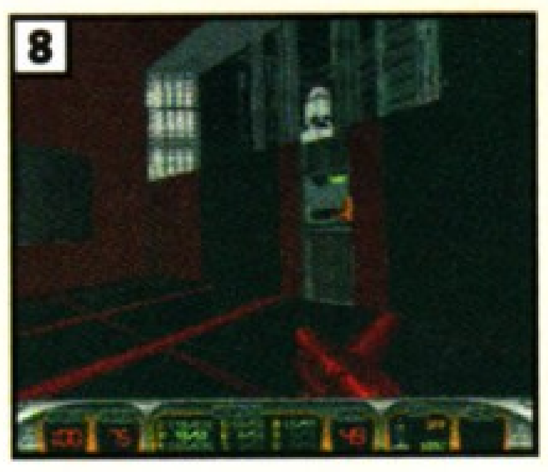














This room also contains the switch to open the bay doors. Run through then take the left lift up. This leads to a warp which takes you to inside the rocket. Use Red Card and warp out. Adjacent to the rocket is a red room which now has a switch to pull. This opens up the red door to the right of the rocket. Go through and enter the underground area of the complex. One of the computer banks here holds a stash of FOUR Atomic Health capsules! Now feel free to run the opposite direction and exit the level!

STAGE SIX: ABYSS

This is a pretty complex stage to begin with, yet it soon becomes obvious that there is only one real route through the stage. From the beginning you drop down a bit until you see two paths in front of you - jump onto the far one as this leads you to the Blue Card. Return to near the beginning of the level to find the Blue Lock. Once through, some leaping is required in order to find the San Andreas fault marker. Touch it to bring down a section of wall. Aha!

Once through, scout around a bit. There's a path on the left which leads to a huge pit with a fire in it. Curiously enough, the fire is actually a teleport which leads you to a super-weird place packed with power-ups and what-have-you. The fire warps you out. Once you get back to reality, check the slime waterfalls in the area. One of them (it is some health in front of it) leads the way to a hidden Shrink Ray!

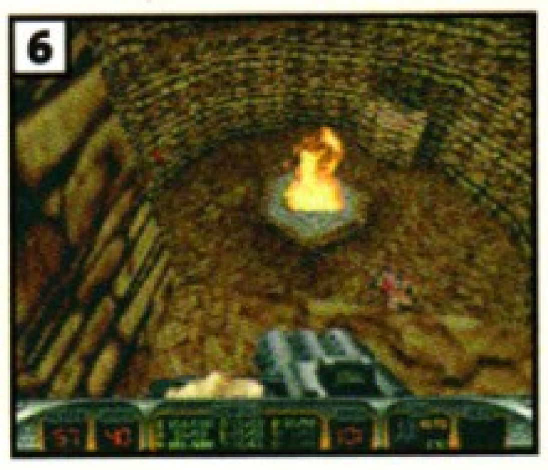
Now it's just a case of following the path forward until you find some lava with some rock platforms in it. There's a red hand on the wall that opens up a cavern which takes you to the first boss!















Believe us, this is the calm before the storm. You're about to meet your first end-of-level boss and he's a mutha!







FIRST BOSS STRATEGY

The first boss is pretty simple to get rid of. Select your RPG and let him have it with both barrels! Try to circle around the creature letting rip with the Devastator (which you should have got on the Launch Facility). Then finish it off with the chaingun cannon. The key is simply to master your circling technique. Analogue pad owners using Jevons Control will find this easier.







MARVEL SUPER HEROES

Ultimate Guide PART 1

Here at SEGA SATURN MAGAZINE, we love Marvel Super Heroes. Why? Because we know how to play it properly. MSH's combination attack system is very accessible to beginners and devastating when in the hands of the Masters. This month it's Beginners Time. We reveal all of the methods of combination attack and who can do what. Then, in the next two issues, we tell you how to get the best out of each fighter!

COMBOS: HERE'S THE DEAL

Chaining attacks together is the key to mastering combinations in Marvel Super Heroes. This basically means initiating another attack immediately after the first has hit. Typically, any character can chain a normal attack into a special move. Additionally, all characters have different types of chain combos when it comes to just using normal attacks. For example, Spider-Man and Captain America can chain any attack into a higher power move immediately (for example, low kick into medium punch into heavy kick). Characters like Wolverine can do more complex strikes: how does low punch-low kick-medium punch-medium kick-heavy punch-heavy kick sound? Additionally, you can get more hits by dashing at your opponents (pressing towards twice) before beginning your attack.

Another thing to remember is that there are essentially three different types of chain combo: ground, air and super jump combos. The first is a combo begun on the ground, the second is one that takes place when you jump. The third requires the use of a super jump and is usually preceded by a move that sends your opponent flying into the air.

MSH's combo system is so advanced that one combo can consist of multiple styles! The basic combos on offer are detailed here.

SIMPLE COMBOS #1: THE "STRONGER" SERIES

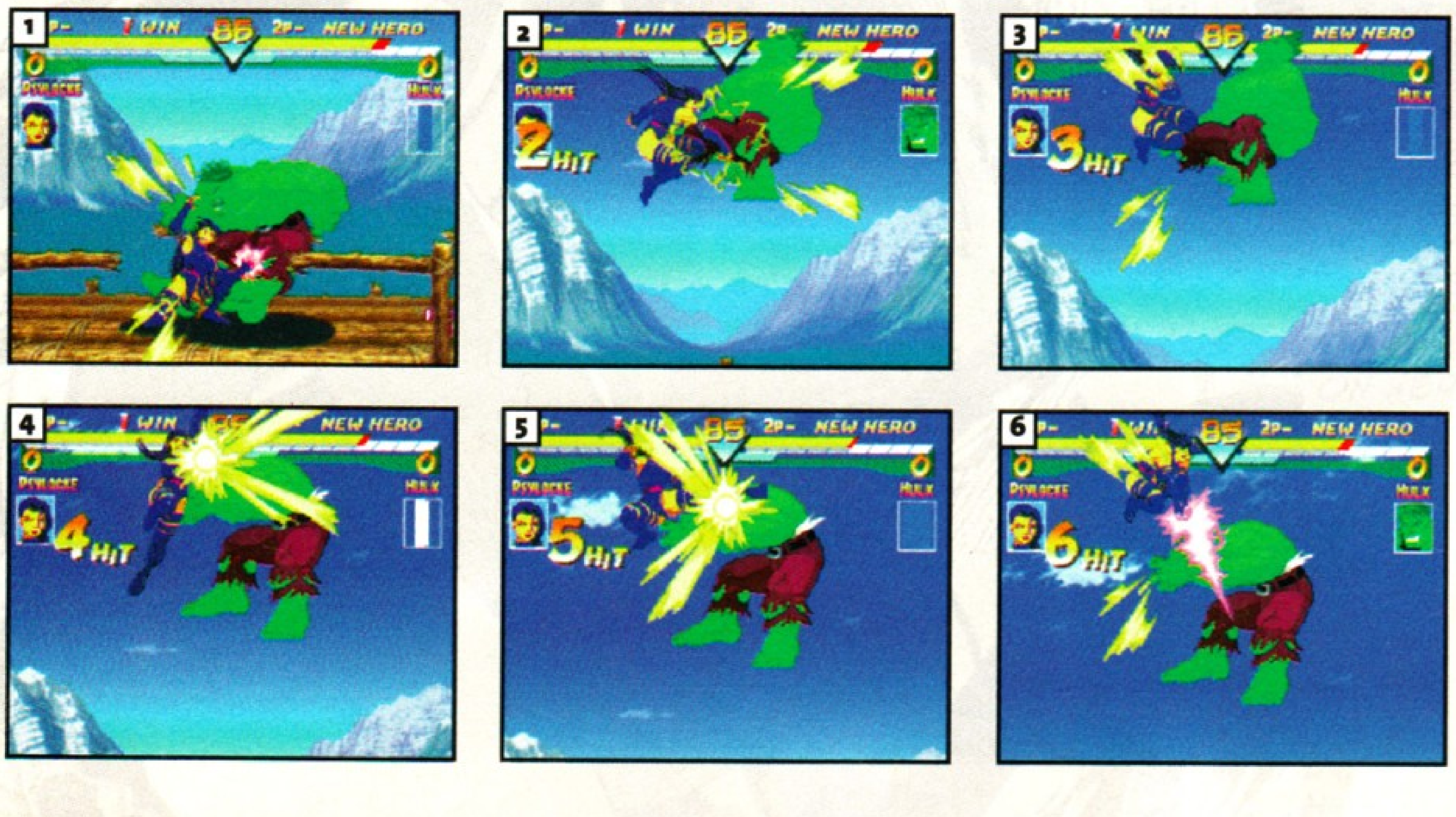
The stronger series of attack is just as described in the "Basic Chain Combo" bit - basically you move up from one attack into an immediately stronger one until you reach heavy punch or heavy kick. You don't get an easier three hit combination than this.

WHO CAN DO IT ON THE GROUND? Spider-Man, Captain America, Iron Man.

AND IN THE AIR? All of the above, though those characters should go for a Zig-Zag instead.



Spider-Man's use of the stronger combo series makes him a useful ground character. He can use Zig-Zag techniques in the air in order to strike home seven or eight hits combinations!



SIMPLE COMBOS #2: THE "ZIGZAG" SERIES



This pattern of attacks goes: **X**, **A**, **Y**, **B**, **Z** then **C**, moving from a weak punch into a weak kick, then moving up one strength and repeating the process. Tons of characters can use this attack and at best you can strike for a total of six hits (though it's impossible to get them all to hit in the air). It takes some practice though...

WHO CAN DO IT ON THE GROUND? Wolverine, Psylocke.

AND IN THE AIR? Captain America, Spider-Man, Wolverine, Psylocke, Iron Man, Magneto.

SIMPLE COMBOS #3: PUNCH TO KICK

A bit of a no-brainer this one. This combination is mostly limited to two hits and basically what it means is that any punch attack can be instantly chained into a kick - say, heavy punch into heavy kick. This has quite some potential...
WHO CAN DO IT ON THE GROUND? Shuma Gorath.
AND IN THE AIR? Shuma Gorath.





Shuma Gorath is what you might call quite "tasty" in the right hands. The combo here is strung together with just two moves, yet it hits for three - the follow-up attack striking the opponent twice.

SIMPLE COMBOS #4: KICK TO PUNCH

As you might imagine, this is the exact version of the Punch to Kick combination in that any strength of kick can be instantly combined with any strength of punch immediately afterwards. Say, medium kick into heavy punch.
WHO CAN DO IT ON THE GROUND? Blackheart.
AND IN THE AIR? Blackheart.





Pictured right is just one possible Blackheart combination attack using the above method. To be honest, this character specialises in moves that keep the opponent away as opposed to going for spectacular combos.





SIMPLE COMBOS #5: WEAK START

Again, you can't really get much simpler. These characters can start with a weak punch or weak kick and then immediately follow up with any medium or heavy punch or kick. Simple.
WHO CAN DO IT ON THE GROUND? The Hulk, Magneto, Juggernaut.
AND IN THE AIR? The Hulk, Juggernaut .



AIR COMBOS: NOW THE CARNAGE BEGINS!

Marvel Super Heroes really gets scarily spectacular when you've mastered the art of air combos. You can combine these with the ground variant, so basically you smack your opponent about on the ground, send them flying into the air, following them up and continuing the carnage! Smart, eh? Now we begin!

AIR COMBO #1: JUMP IN

A staple style of combo since the days of Street Fighter 2. Jump towards your opponent and strike. You can maybe get in one, two or even three hits (if your opponent is very tall like Blackheart or Juggernaut) then continue the combo once you reach the ground.









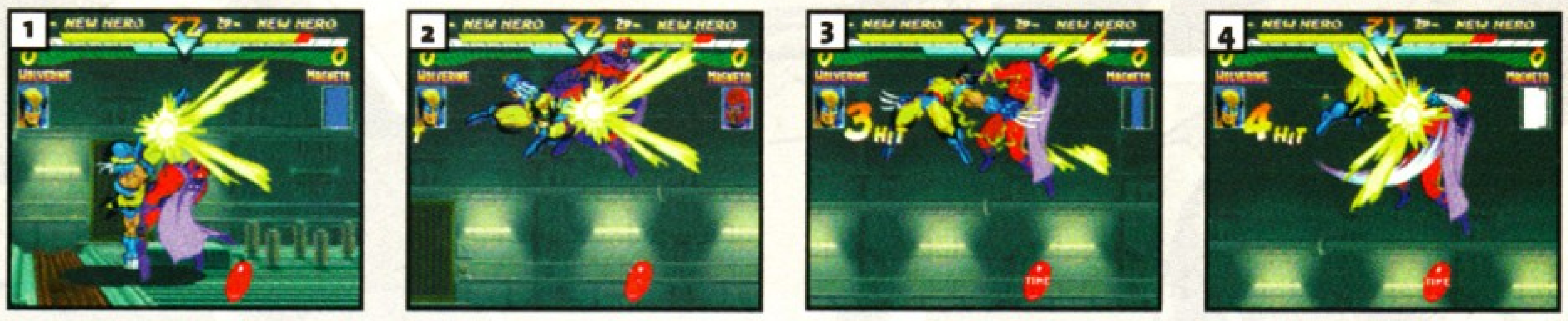


Small, nimble characters facing tall colossal fighters have a real advantage. Here we see Spidey getting in three hits (low, mid and heavy kick) coming down from just one little jump!

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AIR COMBO #2: SUPER JUMP JUGGLE

These are the scary attacks - ones where you can really deal some damage. Basically, every character has a couple of moves which send their opponent flying into the air. These "launcher" moves can be immediately followed up with a super jump which is achieved just by pressing UP on the pad. You should be following your foe up into the air now. Simply perform the air combo of your choice in mid-air. The key here is to start attacking as soon as you fly into the air.



Characters like Wolverine, Psylocke and Spider-Man are great for Super Jump Juggle combinations - as you can see with this four-hit Wolverine combo... The one problem these characters have is that they only have one move to launch their foes into the air. Some characters, like Magneto, have three! A full list of launcher moves is found below.

LAUNCHER TECHNIQUES

So... what techniques does each fighter have for smacking you up into the air? We'll go into a lot more depth in the next issue of SEGA SATURN MAGAZINE, but for the time being, these moves should be able to sort you out:



Magneto: Standing mid-punch, Crouching heavy punch, Standing heavy kick.



Spider-Man: Standing mid-punch.



Psylocke: Crouching heavy punch.



Wolverine: Standing heavy kick.



Juggernaut: Crouching heavy kick.



Captain America: Standing mid-punch, Crouching heavy punch.



Iron Man: Crouching mid-punch, Standing heavy kick.



Hulk: Crouching heavy punch.



Shuma Gorath: Standing mid kick.



Blackheart: Standing mid-punch.



ODD COMBOS

Perhaps the oddest combination strikes you get in Marvel Super Heroes involve the use of the Infinity Gems. When you activate a gem close to an opponent, it scores a hit. If you're quick, you can instantly follow up with an Infinity Attack. For example, Juggernaut's Headcrush can be chained directly afterwards. Cool.



Score extra hits by activating Infinity Gems at close range.

AIR FINISHERS

These are air-based attacks that send your opponent flying back into the ground or across the screen. They are characterised by the sheer distance involved: your opponent flies across the screen leaving you behind. Once on the ground, you jump back into view and the action continues. To perform an Air Finisher just complete your air combo with a heavy punch or heavy kick (this works for everyone except Blackheart and Iron Man).



Lighter characters such as Psylocke suffer greater damage when hit with Air Finishers than big fellas like Juggernaut. However, heavy fighters drop like a lead balloon.

HEIGHT, WIDTH AND WEIGHT!

One thing worth remembering is that the characters act according to a series of laws based on real physics. For example, a really heavy fighter such as the Hulk will not fly so high up into the sky when he's hit with a launcher. And he'll come down quicker. On the opposite scale, Psylocke really flies up! Additionally, the width of a character determines how many hits you can get in from a dashing combo. And finally onto height: this rules how many hits you can strike with a jumping combo.

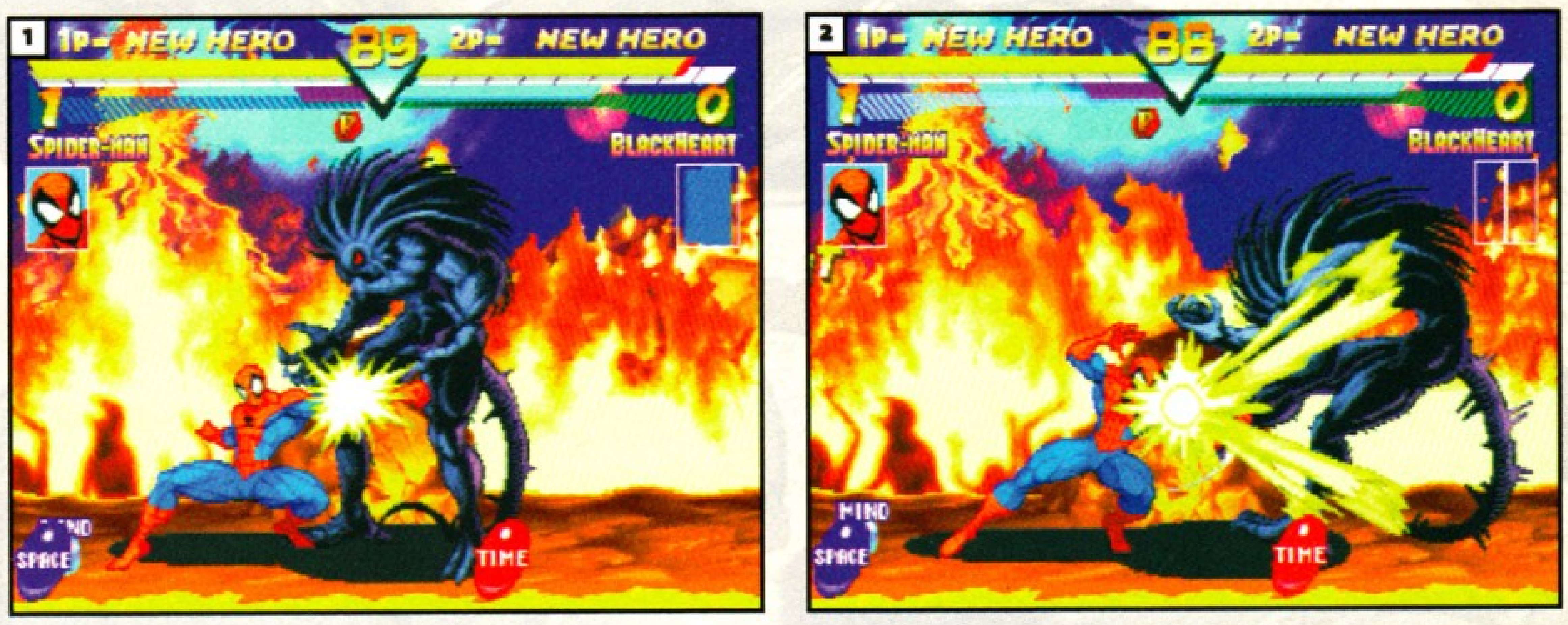
HEIGHT (Tallest to Shortest): Blackheart, Juggernaut, Hulk, Shuma Gorath, Magneto, Iron Man, Captain America, Psylocke, Spider-Man and finally, Wolverine.

WIDTH (Fattest to thinnest): Juggernaut, Hulk, Blackheart, Shuma Gorath, Magneto, Captain America, Iron Man, Wolverine, Psylocke, Spider-Man.

WEIGHT (Lightest to heaviest): Psylocke, Spider-Man, Wolverine, Shuma Gorath, Captain America, Magneto, Iron Man, Blackheart, Hulk and then Juggernaut.

MIX 'N' MATCH

The great thing about the combos in Marvel Super Heroes is the fact that you can mix and match the various style of combination attacks.And that's what we're going to be mastering in this section of our MSH guide! Basically, learning to mix 'n' match your combination attacks is the key to getting some utterly huge strikes! These are the two most popular forms of stringing combos together. Watch and learn!



GROUND INTO AIR COMBOS

These are staple Marvel Super Heroes combinations. We'll start with an easy one and then get into a more difficult example.



In this example we see Spider-Man using his "Stronger" combo series to chain together a light punch into a mid-punch (pics 1 and 2). This is Spidey's Launcher move, which immediately sends his foe flying into the air. Immediately press UP to follow them into the air and then press light punch (pic 3), mid-punch (pic 4), heavy kick (pic 5). Cool, eh?





This Wolverine combo can get upwards of ten hits! Dash towards your foe and hit them with a light punch, a mid-punch and then quickly a crouching mid-punch into a standing heavy kick! This sends them into the air. Follow with UP and then continue the carnage with a light punch, THREE mid-punches and then a Drill Claw (or just a heavy punch). It's tough, but deadly... and this in itself is just part of a bigger, more lethal combo! When we've mastered it ourselves we'll let you know, but in theory it should give you around 15 hits!

JUMPING INTO GROUND COMBOS

This is even easier to achieve than a ground into air combo. These techniques have been about since Street Fighter 2 came along. The difference in Marvel Super Heroes is that you can get more hits to strike during the jump.



(Above) A simple jump into ground combo is achieved again using Wolverine. Jump in and you should be able to tag your foe with both a heavy punch and then a heavy kick. On the ground you can do what you want really – we've gone for a Tornado Claw – a cool five hits!

(Below) This is one of Captain America's easiest combos. Jump in with a heavy punch, follow up with a crouching low kick, then a crouching heavy kick and quickly end the combination with a Shield Slash (using the low punch button).



NEXT MONTH!

We put all of the techniques learned in this four page feature into full effect, with full-on combos for every character! Guaranteed, some of them will blow your mind! Look out, it's going to be seriously cool...

COIN-OPERATED

Following last month's exclusive coverage of Capcom's forthcoming arcade titles, we take a look at what Sega had to offer at the 35th JAMMA show. With more coin-ops on display than any other company, Sega demonstrated its mastery of Model 3 technology with a number of superb sequels. If this line-up of hot games ever receives the home conversion treatment, Sega fans are gonna be blown away! Japanese correspondent WARREN HARROD reports.

CYBER TROOPERS VIRTUAL-ON ORATORIO TANGRAM

BY	AM3
BOARD	MODEL 3
TYPE	3D MECH FIGHTING
COMPLETE	29.8%

Without a doubt the biggest game of the JAMMA Show was Sega's long-awaited sequel to their smash-hit Model 2 game, Virtual On. Since the debut of the Model 3 board the gaming world has been rife with rumours about Sega's biggest game after Virtua Fighter. Although it's still very early on in development, we can at last reveal the latest hot information!

Powered by two 1,000,000 polygon/sec Model 3 boards, Virtual On OT has the most spectacular graphics ever seen. Although the static pictures here may look pretty basic you need to bear in mind that the stages are being rotated in 3D and the animation is unbelievably smooth. Even at this point in the game's development the rendered Virtuaroids and texture-mapped scenery already look fantastic. We expect even more detail to be added to the stages and 'bots as work continues.





Witness the power of Model 3 technology! AM3's much-anticipated Virtual On sequel already looks red-hot.



Check out the new enhanced version of Temjin. Cool or what?

Besides the graphics, there have also been some major changes in the Virtuaroid controls as well. As you know, Virtual On uses two control levers, each of which has one button and one trigger. By using them in tandem players can operate all of the Virtuaroid's many functions.

(i) The Dash Button has become the Turbo Button and is activated by pressing just one button. You can cancel the Dash by pressing the Turbo Button a second time.

(ii) The Guard is no longer activated with the joysticks, instead you press both Turbo Buttons at the same time.

(iii) You can throw your opponent by getting in close and pressing the Right Turbo Button and both Shot Triggers at the same time.

(iv) By pressing both Turbo Buttons, and operating the levers when close to your opponent, you can perform a "QUICK STEP." This allows players to quickly move to the side where they can dodge attacks.

(v) By simultaneously pressing one of the Turbo Buttons and the Shot Trigger you can increase the strength of your attack by performing a Turbo Shot.





The game's 3D stages are packed with incredible detail.





Light-sourced stages, massive weapons and explosive gameplay are guaranteed to make Virtual On OT a huge hit.



The finished version of Virtual On OT will have 12 Virtuaroids, four more than the original game, and each one will have even more unique characteristics to enhance game play. Needless to say, all have been redesigned and upgraded to take advantage of the power of the Model 3 board. All the new Virtuaroid designs have been done by Hajime Katoki, a very famous and respected designer in Japan, so you can expect some very cool creations from his pen. At the JAMMA Show six of these Virtuaroids were fully playable: **TEMJIN, RAIDEN, APHARMD, FEI-YEN, GRYS-VOK and CYPHER** with six more to come.

In addition, new stages are also being planned with maybe even one underwater level as well! Sega wants to increase the game's realism by having more interaction with the stage areas. So for example, running through water will slow you down. However, the contents of the final stages are still top secret so we can't be certain yet what surprise features will be announced.

While many elements of Virtual On OT are still under wraps, AM3 has said that there won't be a three or four multi-player version of the game.



Heavy metal! Raiden and his fellow Virtuaroids are back in the explosive sequel to Virtual On. Powered by the phenomenal Model 3 board and programmed by the original development team, Virtual On Oratorio Tangram will be one of Sega's showcase coin-ops in 1998.

WINTER HEAT

BY	AM3
BOARD	ST-V (TITAN)
TYPE	SPORTS
COMPLETE	80%



Decathlete, one of the greatest sporting games Sega ever produced, is back with a high speed sequel that will whisk you away to the thrilling excitement of winter sports! Next year sees the Winter Olympics being held at Nagano in Japan and Sega has taken this opportunity to create a great sporting challenge for those unable to compete in person.

All your favourite characters are back, including the ever popular Russian strongman Aleksei Rigel and the beautiful fashion model Ellen Reggiani, but this time two new rival characters have joined the gang. Hailing from Norway is the very serious looking competitor, Johann Stensen who looks every part the seasoned expert. Having been brought up in the land of snow it's no wonder that he feels confident. Alongside him, is Britain's own entry, the mysterious B.B! Just what is his secret past and why does he hide his face behind a mask? Nobody really knows!







Each character has there own strengths and weaknesses depending on what type of sports person they are. For example, the cute Li Huang from China is a "Skate Type" while Rick Blade from America is an "All-round Type." In addition there are two more types, "Alpen" and "Nordic" so you'll need to choose your character carefully depending on which events you are best or worst able at.

Being a multi-sports challenge competition means that Sega has packed Winter Heat with all the most exciting and demanding sports they could find. This tough event is held over two gruelling days with the eight winter sports being equally divided between them. On Day One, you must face the relatively easy Speed Skiing, Ski Jump, Downhill and the Short Track Skating. On Day Two, you'll come up against the much harder Slalom, Bobsled, Speed Skating and Cross-country skiing. Even the normally cocky German, Karl Vain or Joe Kudou the hardy Japanese athlete will be hard-pushed to reach the end!

Winter Heat uses the basic one joystick and two button control system of its predecessor. Whether you aim to set new world records in the 1P game or take on a friend for ice-melting 2P action, the simple controls make the game easy and fun for everyone to play. Using the proven and trusty ST-V board means that Sega has been able to concentrate its attention on the gorgeous 3D computer graphics and dramatic camera angles to capture all the tension of each sporting event. These stunning visuals and realistic character movements are the result of AM3's extensive research into each individual event during the development of the game.



Forget Super Ski Sunday, Winter Heat is really cool!







Players try their luck at a number of events such as Speed Skiing, Short Track Skating, Slalom and Bobsled.



SCUD RACE PLUS

BY	AM2
BOARD	MODEL 3
TYPE	RACING
COMPLETE	100%

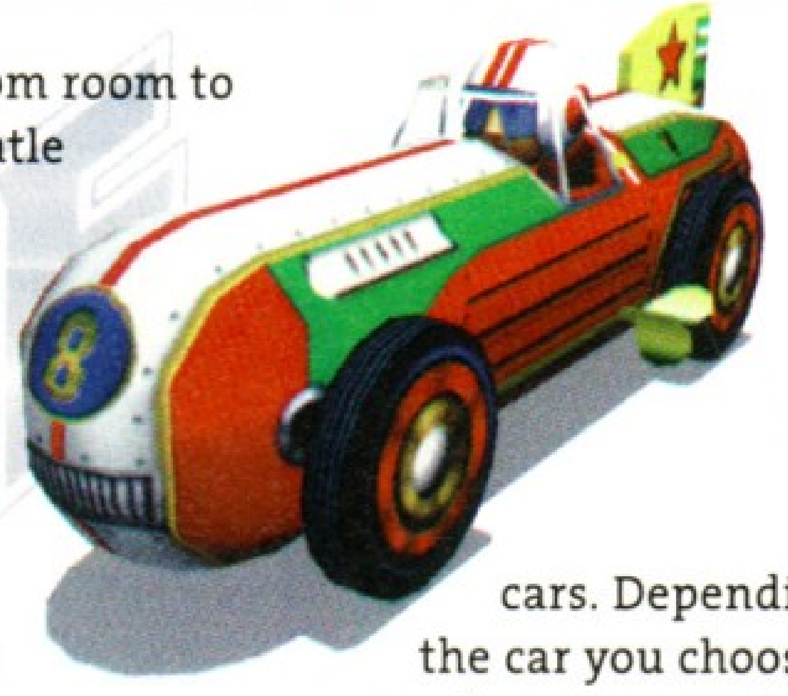




If you ever wanted to ride your toys around your bedroom when you were a child then Scud Race Plus is a dream come true. Essentially Scud Race meets Toy Story, it's the wackiest Sega racing game ever! There are three new "toy vehicles" available and a special new course to race them on as well. Here's what you have to do:

On the course select screen there is now a new 5th course for Super Beginners which you must pick. This is an oval course that has been set inside someone's house. If you select one of the normal cars then you are reduced to the size of a toy, but all of your car's handling characteristics remain the same. As you ride around the course you can see various pieces of giant furniture on either side of the track as you race from room to room. While the gentle corners on this course offer little difficulty to the expert, players need to watch out for the giant bowling pins placed in the middle of the track and the cat chasing a mouse which occasionally cross your path. Remember, at your size even the mouse is as huge as a dinosaur!







Slightly more troublesome are your antique tin car rivals. You're faced with a Tin Bus, a Tin Tank and a Tin Racing Car and they all have special abilities that'll make the expert course seem like a piece of cake. After selecting the oval course you'll see the car select screen. Keeping the Start Button pressed down, select one of the normal cars. Depending on the car you choose, a corresponding tin car will be selected instead. The Porsche becomes the Tin Bus, the Ferrari becomes a Tin Tank and the McLaren becomes the Tin Racing Car. In an even more bizarre twist, if you select the Viper then you become the cat!! Don't laugh, it's true! In addition, if you press the start button while racing you can access each racers special feature as well.







The key to accessing the hidden racers lies with the new fifth track. Can you find the tin toys and the cat?



Go kat! As easily the most ridiculous secret character in Scud Race Plus, this fantastic feline is a perr-fect player (groan...)



"Hello, I'm the lead programmer's pussy. Give us a stroke lads!"







GET BASS!

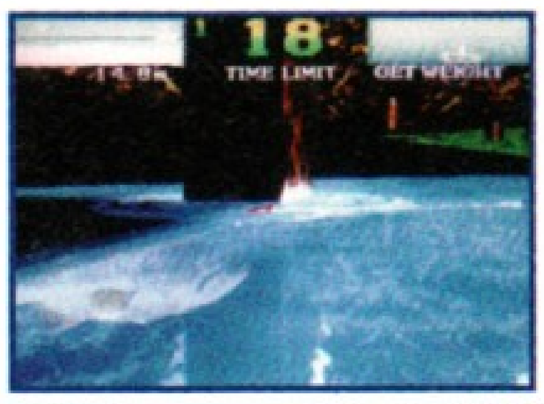
BY	AM1
BOARD	MODEL 3
TYPE	FISHING SIM
COMPLETE	40%

One of the surprise hits of the JAMMA Show was Sega's unexpected use of the Model 3 board to create the most realistic fishing game ever. Bass fishing is an incredibly popular sport in Japan and so it wasn't surprising to see vast crowds of people swarm around this game. With long queues of prospective anglers all waiting for an opportunity to reel in those polygon fish, Get Bass couldn't fail.

Obviously, the Model 3 board has been used to excellent effect to capture all the excitement of fishing with imaginative viewing angles and dramatic camera-work. This includes not only the traditional first person perspective views from your boat, but also great underwater scenes where you are able to see the actual fish swimming around your lure.

However, the best feature of the game is the actual fishing rod controller that you hold. Not only do you have a proper reel to turn, but a real fishing line extends from your rod into the main cabinet. Depending on your reeling action and the fish's movements, the line's tension and movement is altered accordingly. So for example, as you reel the fish out of the water you can feel the rod's line being pulled strongly from side to side as the fish fights to escape!







With the power of the Model 3 board, Get Bass! is more realistic than realife. What a great game!





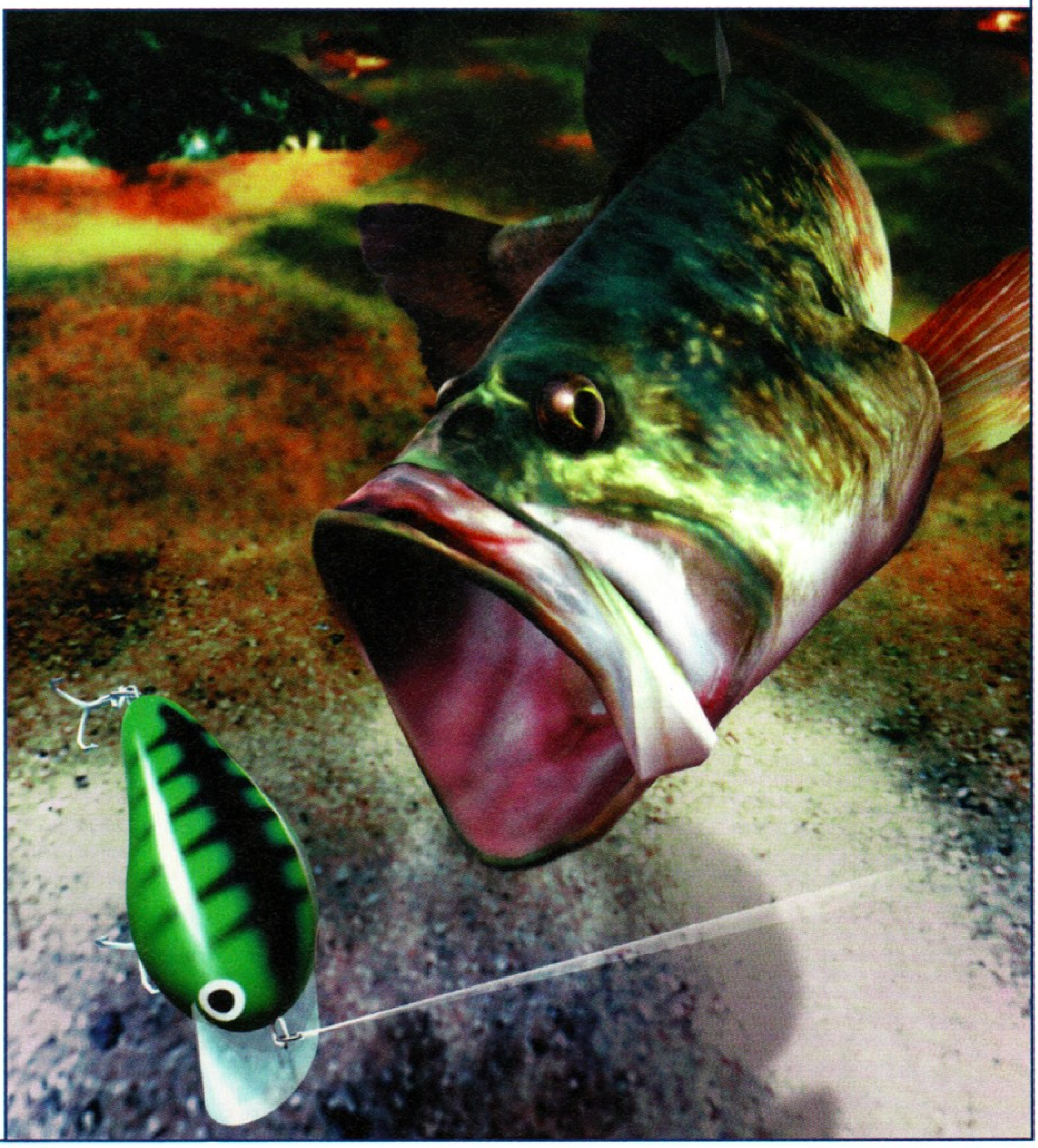
Reel that sucker in! Get Bass! is fantasy fishing come to life.



Select the correct bait and rod when attempting to reel in larger fish. Pick inferior equipment and you'll lose your catch.

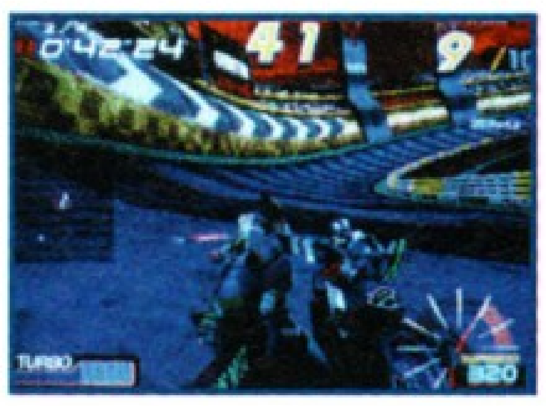


Ah, the great outdoors. This sure beats working for a living.



MOTOR RAID

BY	AM1
BOARD	MODEL 2
TYPE	RACING
COMPLETE	100%




If you're a fan of Manx TT and WipEout, Motor Raid is for you!



One of the many popular Sega games on display at the JAMMA Show was this futuristic racing battler. As one of four competitors in this new inter-galactic sport you have to race around challenging courses at high speed, armed with a deadly weapon with which to attack your rival bikers. With sharp bends, deep dips and quick rises you need to keep both eyes carefully glued to the track ahead to avoid crashing. However, this is tricky when you already have at least one eye on a rival biker coming up fast from behind!

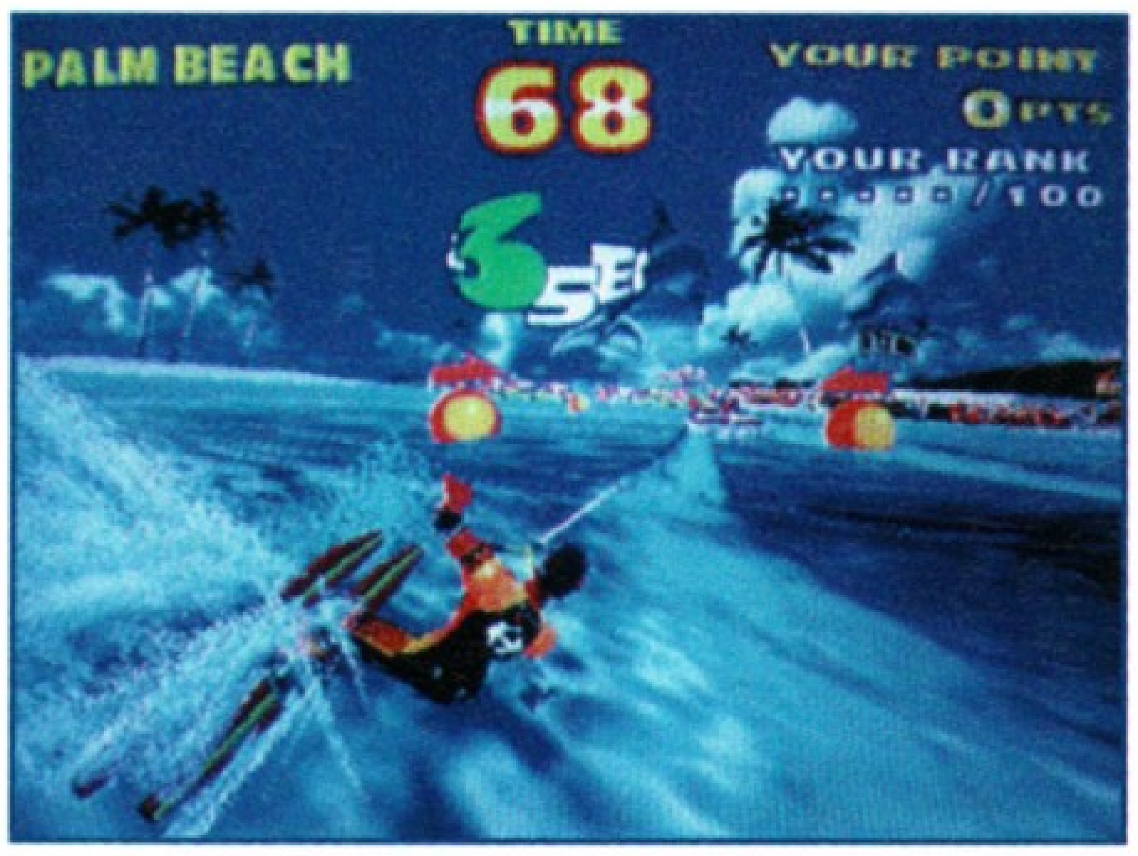


There are three modes available for those wishing to try their luck. In battle mode you can choose any course from the five available tracks. Each course is set on a completely different planet, each featuring unique obstacles and challenges that you'll need to overcome or master. Up to four players can compete in this mode. Single players can enter the championship mode and win three tricky courses which are chosen by the computer. A practice is included for novice players.

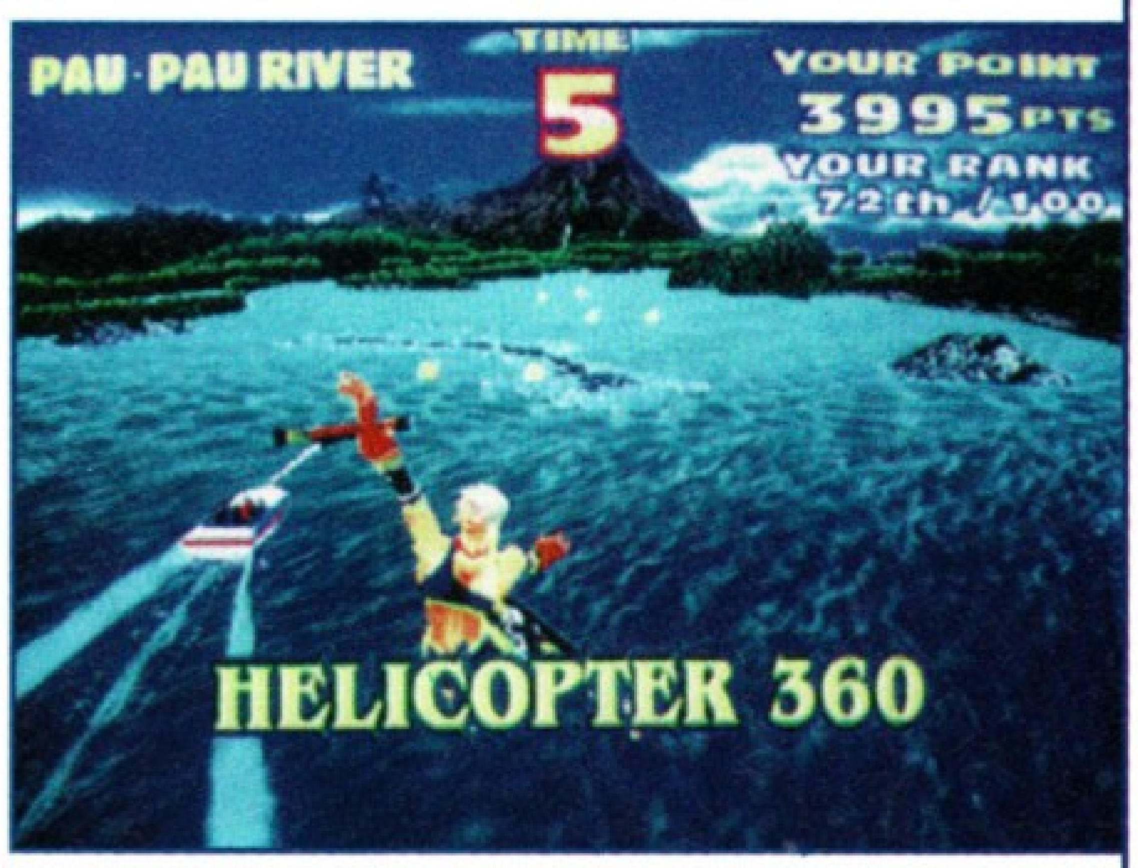
There are also four selectable characters, each with their own characteristics and, more importantly, their own lethal weapons.

SEGA WATER SKI

BY	AM1
BOARD	MODEL 2
TYPE	SPORTS
COMPLETE	100%



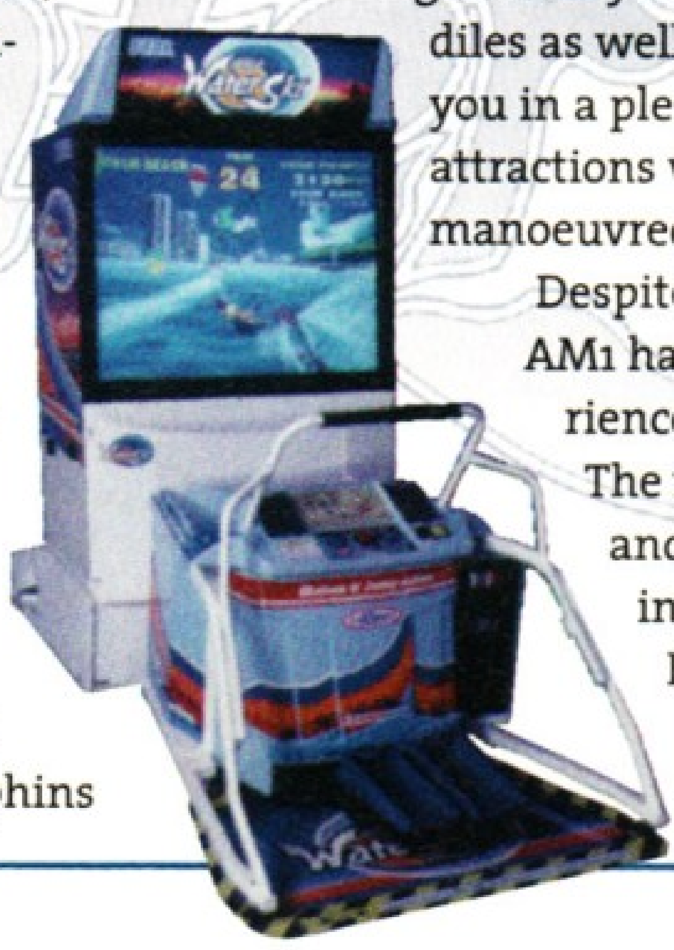
It's not the kind of water sport we had in mind, but who cares?



"Hey, I can see my house from up here!" Try flying stunts.

Why not get away from it all this winter and escape the cold, wet miserable British weather by heading for the tropical South Pacific! Beautiful white beaches, clear blue skies and warm open seas await you amongst the wind and waves of AM1's latest 3D water sports simulation, now conveniently located in your local arcade.

Sega Water Ski features four cool water-skiing dudes, two male and two female, each of which has their are own specific aquatic skills and abilities. Depending on their speed, dexterity and strength, the skiing style you adopt will change in order to make the best use of them. In addition, each character has their own particular water ski tricks so you can play the game again and again with different characters and enjoy all new water ski action!



Next, you need to to decide where you want to test out your talents. There are three courses, from beginner to advanced, with each stage set in a completely different area. The Beginner course sets you near a beautiful South Pacific island where players can race with the dolphins and tropical fish. The wide open stretches of water give you plenty of opportunity to practice your jumps and tricks. Intermediate is a little more challenging as you find yourself in a humid jungle area. The narrow water lanes require greater skill to navigate and you need to look out for the hungry crocodiles as well! Finally, the Advanced course places you in a pleasure land full of various theme park attractions which require the utmost skill to be manoeuvred through safely.

Despite the difficulty of real water-skiing, AM1 has been able to bring this thrilling experience to the arcade with simple controls. The foot control pads can be moved left and right to control direction and by lifting your heel you can jump as well. However, for those acquiring the basics the challenge still remains with various jumps and tricks to be mastered.



Here's a peak at just three of the game's water skiers.

VIRTUA FIGHTER 3tb

BY	AM2
BOARD	MODEL 3
TYPE	BEAT'EM UP
COMPLETE	100%

Sega has updated its world favourite fighting game to VF3tb (Tag Battle). You can create your own team by selecting three players and then compete in a 3-on-3 tournament match. By creating your own character team and fighting as a unit it means that there is even more game variety and in particular it will appeal to beginners who like to try out lots of different characters. During the fight you can select the same fighter more than once, although this option can be enabled or disabled. Besides the main tag battle game enhancement and new character attacks, AM2 has also taken the opportunity to incorporate various new features:





(i) The action in the subway and construction scenes has been zoomed in by a ratio of 1.69.

(ii) Pressing the E Button during a reply activates a "Slow-motion Replay."

(iii) Shun's intoxication level is now indicated with a number next to a gourd icon on the screen. What an old drunk!

(iv) New stages, such as Jeffrey's moon-lit tropical island and a sunny desert scene, have also been added.

(v) When battling the CPU. you can switch through four view-points: normal, fighter, rear-diagonal and over-head.



The action in the construction site is more claustrophobic.



New moves, enhanced stages and additional features await.





SKI CHAMP

BY	AM1
BOARD	MODEL 3
TYPE	RACING
COMPLETE	30%

In previous skiing games, courses have been always been designed simply for speed with long straights and wide corners allowing players to ski with little or no danger what so ever. However, this is all set to change with AM1's all-new Ski Champ where the true forces of nature are unleased for the most extreme and dynamic skiing game ever!

The game features three interweaved courses with five different course routes to tackle. On the way down from the mountain top there are various natural hazards which need to be carefully avoided. These include both dangerous terrain, such as steep mountain cliffs, thick forests and holes in frozen rivers, and also dangerous conditions such as skiing at night or during a blizzard. In addition, there is always one special danger event on each route that you need to deal with. This could be either a herd of deer blocking your path, a speeding freight train racing along side or even an avalanche! Either way, ski games will never be the same again after you've tried real mountain skiing!

In order to master Ski Champ you'll need to carefully select which one of the four available characters is best suited to the conditions. With varying skills, a wide variety of courses, changing weather conditions and numerous hazards along the routes, Ski Champ is packed with enough thrills and spills to keep you coming back time and again.



Keep your eyes peeled for the most lethal danger... the moose!

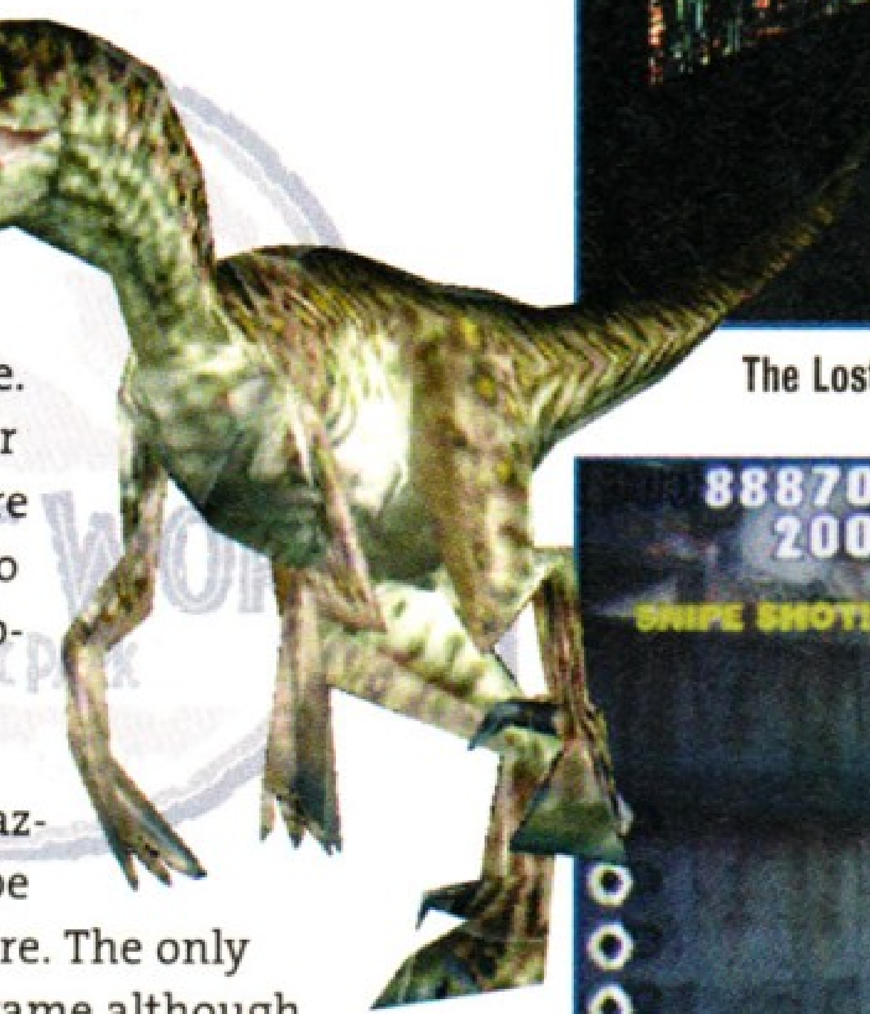


Multiple camera angle replays show all your cool moves.

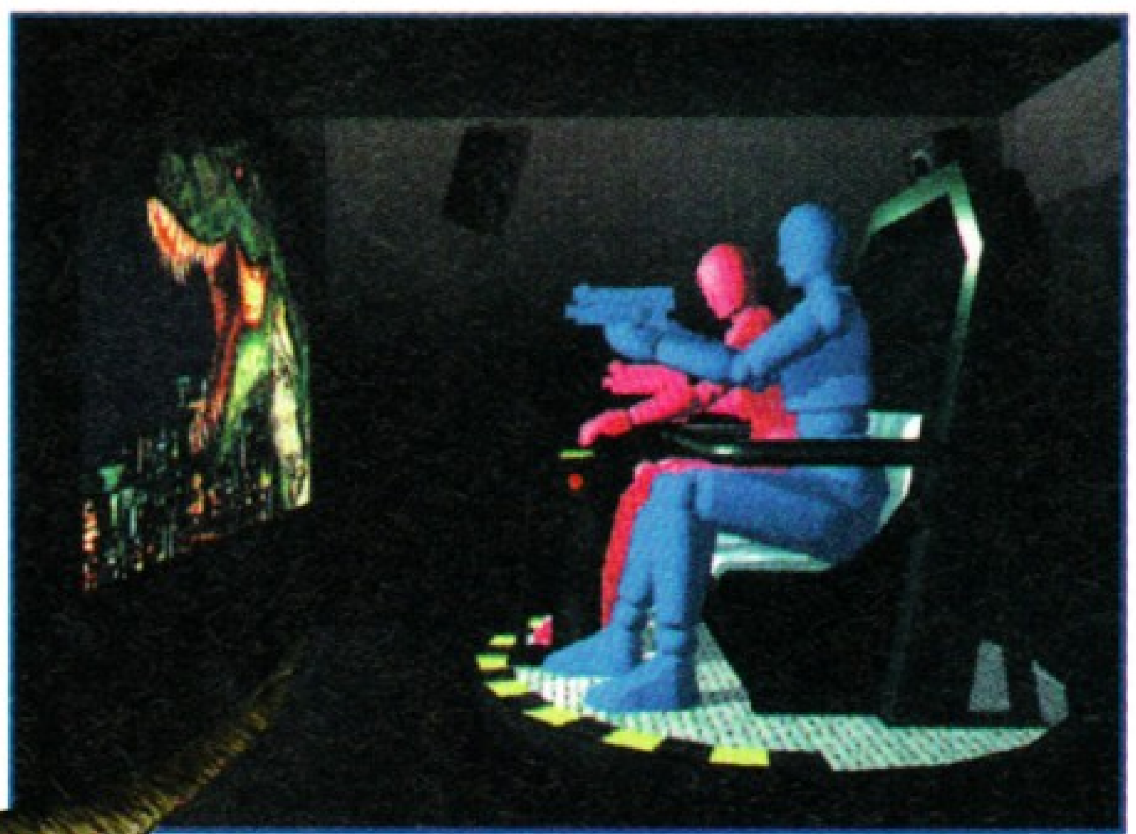


LOST WORLD: JURASSIC PARK SPECIAL

BY	AM3
BOARD	MODEL 3
TYPE	LIGHT GUN SHOOTING
COMPLETE	70%



This is a super enhanced version of the Lost World arcade's "Shock Wave Theatre" movie experience. Using a giant 80" projector screen with four even more powerful speakers, the two players are completely submerged into the game. Currently only located at Joypolis in Japan, this amazing attraction is going to be massively popular over here. The only downside is the cost of a game although they can last up to 20 minutes. Look out for our special Lost World feature next month for full details on this amazing new version!



The Lost World Special is even more like a mini cinema.



Some of the game's levels and dinosaurs have been tweaked.





LE MANS 24

BY	AM3
BOARD	MODEL 3
TYPE	RACING
COMPLETE	100%

Battling it out over a gruelling 24 hours with six of the world's top car manufacturers, Le Mans 24 is now complete. AM3 has utilised an innovative free entry system which uses one course with progressively changing scenery to capture the incredible realistic driving feel of the sport. This variable scenery system means that the course and race conditions are changing all the time so the road surface, weather and time of day are all generated in real time meaning that no two games are ever the same.

Since the race continues even when no-one is playing, you can enter at any time. Your 24 hour endurance race begins from the point you enter the action. You must pass each checkpoint within a set time and complete the race within 24 hours (about 10 mins). If you complete the race you can enjoy the challenge of two extra special courses (Sprint Race Circuit or Sprint Race City Street) and an opportunity to race against another ace competitor, a speedy computer-controlled Porsche 917K!





Check out Le Mans 24 at a SegaWorld near you now!



Can you find the hidden Porsche. We'll reveal how next issue!



OUT NOW

STREET FIGHTER COLLECTION
BY CAPCOM £44.99 95%

Since the heady days of 1992, Capcom have ruled the 2D fighting game genre with the power of Street Fighter 2. A vast amount of sequels have cropped up in the intervening half-decade, culminating in the stunning Street Fighter Alpha 2. Now the masters of 2D have compiled the very best of SF in one almighty compilation... almost.

This brilliant package contains three awesome fighting experiences. For starters you get Super Street Fighter 2: The New Challengers. This is a reworked version of the old SF2, with all-new artwork and sounds plus a quartet of eponymous new fighters. This game was cool in its time but was surpassed scant months later by the epochal Super Street Fighter 2 Turbo - a faster, sleeker version of SSF with new moves (including Supers) plus a hidden fighter.

GAME OF THE MONTH SEGA SATURN MAGAZINE





The final game in the package is the greatest Street Fighter experience ever: Street Fighter Alpha 2 Gold. A sort of enhanced version of Street Fighter Zero 2 Alpha (a coin-op never released outside of Japan), this game is just amazing. Imagine the Street Fighter Alpha 2 we all know and love but with more secrets plus a kind of all-new character (for the Alpha series) in the form of Cammy and we're looking at a frankly senses-shattering experience.

There are only two possible complaints any sane individual could have against these finely crafted videogames. First of all, why have Super Street Fighter 2 on-board when it becomes largely inconsequential with the sequel included? Why not have the original Street Fighter 2, or better still, Street Fighter 2 Turbo: Hyper Fighting?

The other complaint you could imagine is along the lines of "What if I already own Alpha 2? Is this collection worth buying?". For the average gamer, the answer is unfortunately no. The Super Street Fighter games are great and are worth having if you're a real Capcom fan, but for the non-fanatic, Alpha 2's brilliance more than eclipses the old SF experience. Additionally, although Alpha 2 Gold is the best Street Fighter ever, its additions are little more than cosmetic to be frank.



So... if you're lacking a Street Fighter game YOU NEED TO BUY THIS COLLECTION! If you're a SF fan YOU NEED TO BUY THIS COLLECTION! If you just want to own a really cool 2D fighting game and you already own Street Fighter Alpha 2 YOU NEED TO BUY MARVEL SUPER HEROES! That's the bottom line, really.





SEGA WORLDWIDE SOCCER '98
BY SEGA £44.99 94%

This game is one of the most eagerly awaited Saturn titles of the year. Last year, Sega stunned the world with Sega Worldwide Soccer '97 - a football game that redefined expectations of the console rendition of our nation's finest sport. In terms of both graphics and gameplay, Worldwide was unstoppable - a fact that Konami readily admit (their ISS on Nintendo 64 was designed to better Worldwide). But there were problems with the game. Ridiculously stupid goalkeepers for starters.

This 1998 edition was the chance for Sega to get it completely right, to iron out the niggly little things that were irritating in the last game and truly make the greatest footballing simulation money can buy.

In many ways Sega have achieved



just that. The goalkeepers are much improved in the new game, there are two new stadia to run about in, the game is faster and slicker. And for us Premiership fans, Sega have included this year's soccer heroes. So, yes, you can be Alan Shearer or Gianluca Vialli. You can control the fortunes of the top English soccer clubs. Great eh?

There's no doubt that this is a great football game - one of the best. But despite the fact that Sega have had a year to get it right, there are still some problems. A couple of sweet spots on the pitch can guarantee goals, the 'keepers still aren't bright enough. The national teams are still the old fictional sides of the last edition.

What irritates most is the lack of detail seen in the implementation of the Premiership. My (Rich) experience of footie comes down to watching Match of the Day and a bit of Sky Sports now and again. However, even I know that Beckham wears a number 7 shirt and LeBoeuf has no hair. These are just two errors taken out of the blue - there are tons more. Surely if you want to control your favourite team you should be seeing close replicas of your soccer heroes?

It's just niggling little things like this - things that could easily have been sorted by a real soccer fan - that stop this from being the best footie game in the world ever. That being the case, considering that the gameplay is nigh-on identical to the old version, it's difficult to recommend this if you already own SWWS '97. But if you don't own the last version, this is without a shadow of a doubt the best soccer sim on Saturn.

We had ruck-loads of fun playing this game and it is brilliant - one of the best games for the Saturn, but it's not perfect and only slightly better than its predecessor. Keep that in mind when you consider handing over your cash. As for SWWS '99 - here's a couple of ideas for Sega: get the Premiership 100% accurate, put a lot more special moves in and get the Match of the Day license. Then watch it fly.

BUST-A-MOVE 3
BY ACCLAIM £39.99 91%

This one's fun. Shooting coloured bubbles up the screen to form groups of bubbles of the same colour, which then explode and remove any blocks underneath them. That sounds like the simple-yet-fun idea behind a puzzle game, doesn't it? No doubt the game "takes a moment to learn and a lifetime to master"? Well, Bust-a-Move 3 isn't that complicated, but it's certainly one of the best puzzle games we've played for a while.

Players take control of one of the cool cartoon characters that take part in the game, each one being modelled on a typically cliched arcade game style - there's a Ryu-style fighter, a psychic fortune teller and a powerful robot warrior - all of which have no effect on the game whatsoever! The little character just watches you while you play, and issues encouragement and tells you to hurry up when things start to look messy. They've also got a range of cool little special moves which they use to



celebrate a decent spell of play, and a massive selection of funny little screams and yelps that stand out nicely from the extra-cheesy elevator backing music. Cute beyond belief.

But there's also a decent game behind the cutesy graphics, with Bust-a-Move 3 having a good selection of levels to play through (one-player mode and one-player versus the computer battles), but it's the two-player mode which will win the game the most fans. Players have one side of the screen each, and if

OUT NOW

one manages to link up a large number of their bubbles, a number of extra bubbles are dumped onto the opponents screen for major two-player mayhem! There are a few special bubbles that appear sometimes as well - some destroy all of the same colour bubbles on the screen, while some just smash through a whole line on their way up to the top.

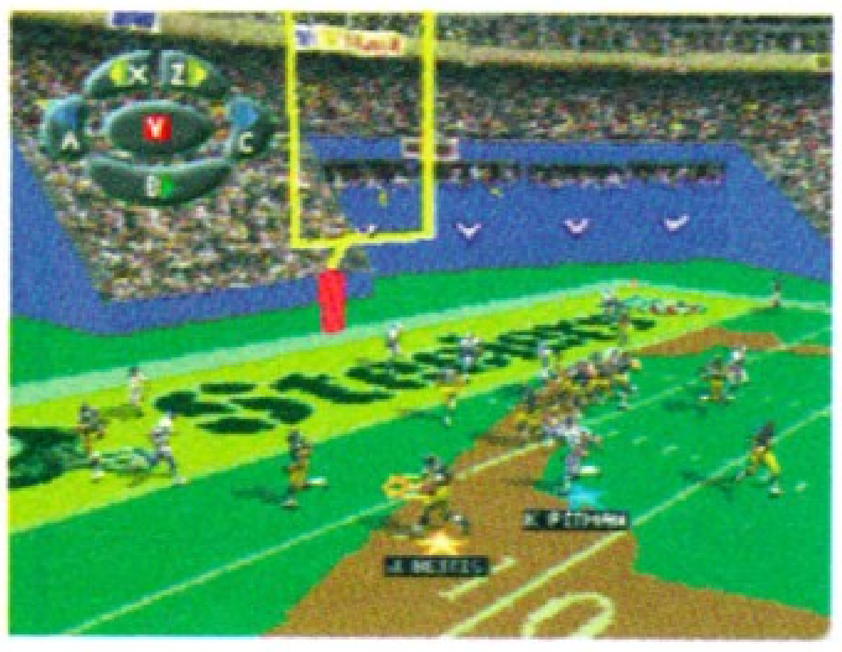
This is definitely one of the finest puzzle games around, and with the extra-cool two-player mode, and large selection of new screens to play, puzzle fans should be more than satisfied with the brilliant-bubble-busting-Bust-a-Move 3.

MADDEN NFL '98

BY ELECTRONIC ARTS £44.99 92%

It's that time of year again folks. Games magazines across the country are packed with simple explanations of the rules of American football, while games journos struggle to find any new features in the latest EA Sports Madden update, conveniently released in time for Christmas. What's new this time then?

Well, there are a few new features - the player rota has obviously been updated with the current '97 stats, there's a Custom Draft option which allows potential Maddens to build their own team, while the computer



controlled teams are definitely the toughest yet. Every update seems to boast "Improved player AI" but this time round it's true - the usual Madden tactic of finding a play that works, and using it every time, doesn't work this year. The Saturn controlled team really does seem to learn as the match progresses, and the task of completing (and winning) a whole season should keep you all entertained for a very long time.

As usual, the presentation has been polished up some more. The FMV clips of Madden giving help and advice are really impressive, and the commentary must have one of the widest ranges of comments we've yet seen in a sports game. If you watch the US football on Channel 4, it'll be a great surprise when you realise that even John Madden's co-commentator Pat Summerall has been recruited, and he provides the more serious analysis and score updates, leaving John to get all excited about the action on the pitch.

To be honest, there's no point in buying this update if you already have a Madden game in your software collection, because most of the improvements are pretty minimal, and a sequel of this kind just isn't worth owning in addition to last year's game. However, we marked this game on its own merits, and it's still got the classic Madden playability inside, which makes it a pretty damn essential purchase if you're still a Madden virgin after all these years. Shame on you.

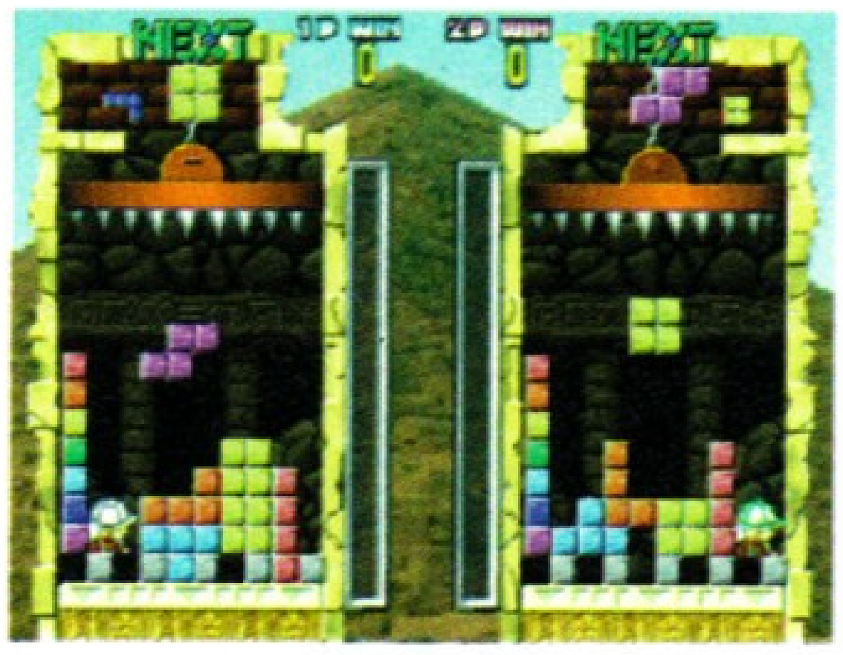
TETRIS PLUS

BY JVC £39.99 78%

Widely regarded as one of the most playable and addictive videogames of all time, JVC have finally published the long-awaited Saturn rendition of the classic Tetris. Reviewed way back in issue #15 of SEGA SATURN MAGAZINE, the classic block-arranging puzzle game was awarded a very respectable 78%, and it's not hard to see why.

In its most basic form, Tetris is remarkably simple - fit the falling coloured blocks together to make lines, the more lines you get at once, the more points you are awarded. As you play the speed picks up to a frantic pace, and if the blocks reach the top of the screen, it's game over. An assortment of play modes have also been added to the classic puzzle romp, including classic, puzzle and two-player modes of play, adding to the longevity somewhat.

However, several minor irritations prevent Tetris Plus achieving must-have status. Somehow a game which was fast and playable on the GameBoy has



become slightly jerky on the Saturn, and an irritating time lag between blocks landing and actually sticking leads to some frustrating mistakes.

As it stands though, Tetris Plus is a worthy addition to the Tetris family. Despite the minor flaws mentioned above, puzzle fans should find little to moan about, with Tetris Plus being as playable and addictive as it ever was.

As to whether it's up with Super Puzzle Fighter, Bust-a-Move 3 or Baku Baku... well, no, sorry.

ESSENTIAL SATURN

Games we especially like (old or new) are bundled into this all-new section. Every month we'll be highlighting three games that you MUST have in your collection.

DUKE NUKEM 3D

BY SEGA, £44.99, 97%

Lobotomy Software's finest hour, Duke Nukem 3D is an amazing example of Saturn programming. Replicating Duke Nukem on a powerful Pentium class computer, Duke is the greatest example of the first person shooting game genre available on any console. Whether Lobotomy have actually bettered this with their senses shattering Saturn rendition of id software's classic Quake is an answer you can find in the reviews section this issue. Regardless, Duke Nukem is in an elite, almost cosmic, class of game which is frankly the best Saturn title released this year bar none.





MARVEL SUPER HEROES

BY CAPCOM, £44.99, 95%

Street Fighter 2's ace, isn't it? But what if Capcom introduced superior graphics, tons more action, and some of the greatest Marvel Comics characters ever? The results are spectacular. The original coin-op was a stunning achievement and the Saturn version is nigh-on identical (and far superior to the PlayStation game too). Capcom's stunning gameplay nous is coupled with the best 2D Saturn graphics to provide an unforgettable gaming experience. Even if you own X-Men or Street Fighter Alpha 2, Marvel Super Heroes remains a must buy.





VIRTUA FIGHTER 2

BY SEGA, £49.99, 98%

Still the highest rated game in SSM's history, Virtua Fighter 2 is the ultimate arcade conversion. Sure, Fighters MegaMix has more characters, but VF2's superbly balanced gameplay coupled with the still stunning high resolution graphics make it the greatest 3D fighter in existence. For the average gamer, MegaMix provides more thrills, but for the hardcore gamer, you cannot beat this title - still the best 3D fighting game on any home system almost two years on from its release. Shop around for a better price - you should be able to pick it up for £20.





and finally...

Sarah Bryant

Psycho über-babe!

In the considered opinion of SEGA SATURN MAGAZINE, Sarah Bryant is one of the most brilliant creations in the world of videogames. Why? Think about it: first of all, Sarah is a brainwashed maniac, using unparalleled fighting skills in the service of evil, determined to beat the shit out of her own brother (and haven't we all thought about that once in a while).

Secondly, she's the best-looking Virtual Babe out there. Forget Lara Croft: Sarah could easily "have" her in a fight. And she's "tasty" in more than one sense of the word: she's got larger and better defined breasts than Ms Croft and that's OFFICIAL. When AM2 took Sarah across from Model 2 coin-op to Saturn for the awesome Virtua Fighter 2 conversion, the designer had this to say about our beloved well-stacked psycho, "We used many polygons for Sarah's chest... but still not as many as in the arcade version [laughs]". Obviously they like their work... And so do we, come to think of it.





THEY'LL HAVE YOUR EYES OUT...

Sarah's first appearance in the Model 1 Virtua Fighter gave her a very pointy, decidedly edgy look. Her fighting skills made her one of the best fighters, but let's face it: the biggest danger you'd face meeting her in real life would be getting your eyes poked out!



INTRODUCING... PSYCHO SPICE!

Sarah's status as Sega mega-babe was confirmed with the mind-blowing VF2. Her skin tight blue costume (or better still her Spice Girls style midriff-exposing crop-top) combined with her awesome combination attacks made her a knockout... in more ways than one!



BIGGER... BETTER... BOUNCIER!

AM2 went hell for leather (well, plastic) in VF3. If skin-tight black plastic, thigh length boots or hot pants are your thing, Sarah will keep you more than entertained. Plus her ever- expanding chest benefits from even more polygons. Outstanding - literally!!?



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Sega Touring Car due October — Duke Nukem 3D due September — Bust A Move 3 due Oct — Panzer Dragoon Saga due Aug



Croc due Nov — NHL '98 due Oct — PGA Golf '98 due Oct — Fighting Force due Oct/Nov

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